

Bibliografie

1. Levy David. *Computer Chess Compendium*, New York, Ishi Press International, 2009, ISBN: 4-87187-804-X.
2. Gary McLean Hall. *Adaptive Code via C# - Agile coding with design patterns and SOLID principles*, Washington, Redmond, Microsoft Press, 2014, ISBN: 978-0-7356-8320-4.
3. Ryan Vice, *Chapter 2: In MVVM - MVVM Design*, Ryan Vice, Muhammad Shujaat Siddiqi, *MVVM Survival Guide for Enterprise Architectures in Silverlight and WPF*, Marea Britanie, Birmingham, Packt Publishing Ltd., 2012, ISBN: 978-1-84968-342-5.
4. George T. Heineman, Garry Pollice & Stanley Selkow, *Algorithms in a nutshell*, USA, O'Reilly Media, 2009, ISBN: 978-0-596-51624-6.
5. Microsoft patterns & practices, *Developer's Guide to Microsoft Prism Library 5.0 for WPF[online]*, Aprilie 2014, disponibilă la: <https://www.microsoft.com/en-us/download/details.aspx?id=42572>
6. François Dominic Laramée, *Chess Programming[online]*, Mai 2000, disponibil la: http://www.gamedev.net/page/resources/_/technical/artificial-intelligence/chess-programming-part-i-getting-started-r1014
7. Chess Programming Wiki[online], disponibil la: <http://chessprogramming.wikispaces.com/>
8. ASP.NET Web API 2, disponibil la: <http://www.asp.net/web-api>