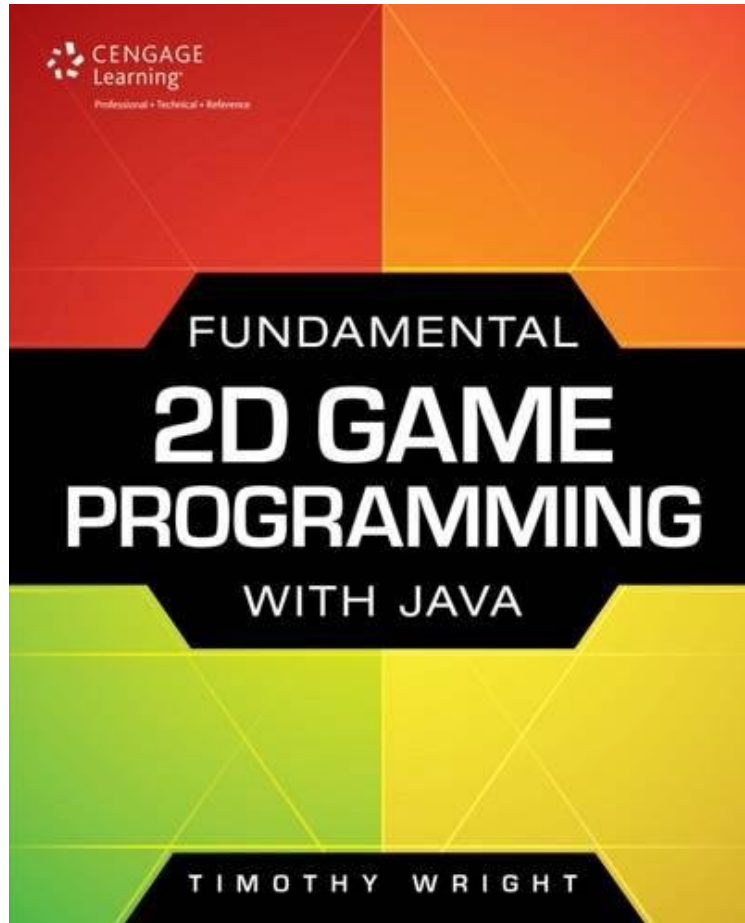


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Fundamental 2D Game Programming with Java

Timothy M. Wright

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