



Black Art of Java Game Programming with CDROM

By Joel Fan, Calin Tenitchi, Eric Ries

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- Covers all the essentials of Java for graphics and game development
- Shows how to write interactive video games for the Web, playable by millions around the world
- Presents unique networking techniques for multi-user environments
- CD-ROM contains complete Java source and byte codes to the class libraries and games developed, plus games, third-party applets, and development tools

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