



# Java Game Programming For Dummies

*Wayne Holder, Doug Bell*

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## **Java Game Programming For Dummies** Wayne Holder, Doug Bell

This reference guide provides information on how to create games, add graphics and sound and more using the properties of the programming language Java. As well as technical information, the book also describes the logic behind a game and the attached CD includes sample game codes, HTML Web pages and Java applets from the book.

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