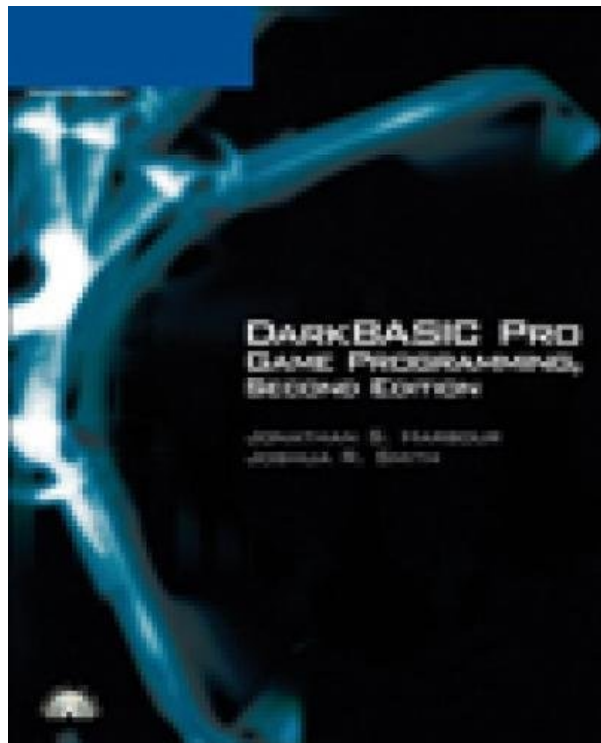
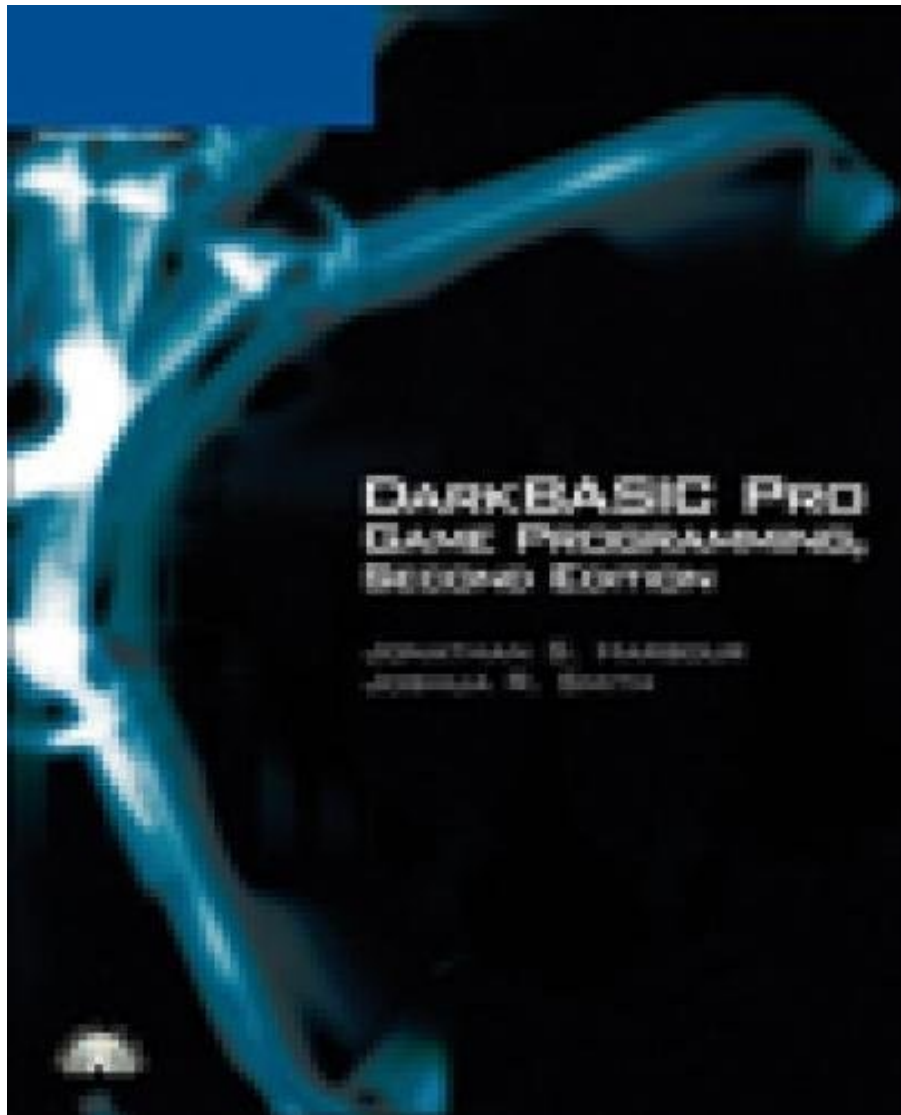


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From the Author

Source code for the projects in this book may be downloaded from these book resource locations:

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About the Author

Jon Harbour has been programming video games since the 1980s. His first video game system was an Atari 2600 which he played with disassembled on the floor of his room as a kid. He has written on languages and subjects that include: C++, C#, Basic, Java, DirectX, Allegro, Lua, DarkBasic, XNA Game Studio, Pocket PC, Nintendo GBA, and game console hacking. He is the author of Visual Basic Game Programming for Teens, 3rd Edition; Visual C# Game Programming for Teens; Beginning Game Programming, 3rd Edition; Multi-Threaded Game Engine Design and XNA Game Studio 4.0 for Xbox 360 Developers. Visit his blog and forum at jharbour.com.

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