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**André LaMothe**

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**Dr. Dobb's Journal** ,1999-07 *Programming Games for Beginners* D. F. Howard,Christopher A. Howard,1993 A complete how to guide for writing computer games with Visual Basic This book disk set provides imaginative programmers with all the tools they'll need to create entertaining computer games for fun and profit Includes algorithms for image manipulation and sound generation Disk includes source code and executable code for both games featured in the book

**The Cumulative Book Index** ,1999 **Game Programming All in One** Jonathan S. Harbour,2007 This book gives aspiring game programmers the skills that are needed to create professional quality games Using the cross platform Allegro game library you'll learn how to write complete games that will run on almost any operating system book cover

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