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Java game programming books A comparative review JavaWorld

Half-way through the book (Chapter 7, page 219) we have the first appearance of some Java game code, in this case, an attempt at the Solitaire card game (decidedly, card games must be in season).

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Developing Games in Java David Brackeen

In chapter 19, "The Future", several things were mentioned that could make things better for Java game programmers. Java 5, Java 6, and Java 7 have been released since the book came out, but how do they stack up?

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