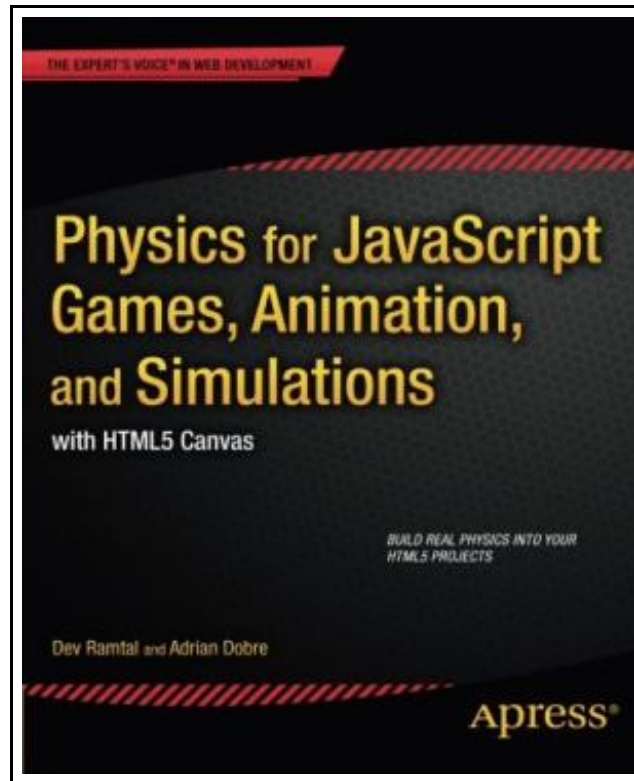# Physics for JavaScript Games, Animation, and Simulations: With HTML5 Canvas

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PHYSICS FOR JAVASCRIPT GAMES, ANIMATION, AND SIMULATIONS: WITH HTML5 CANVAS

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