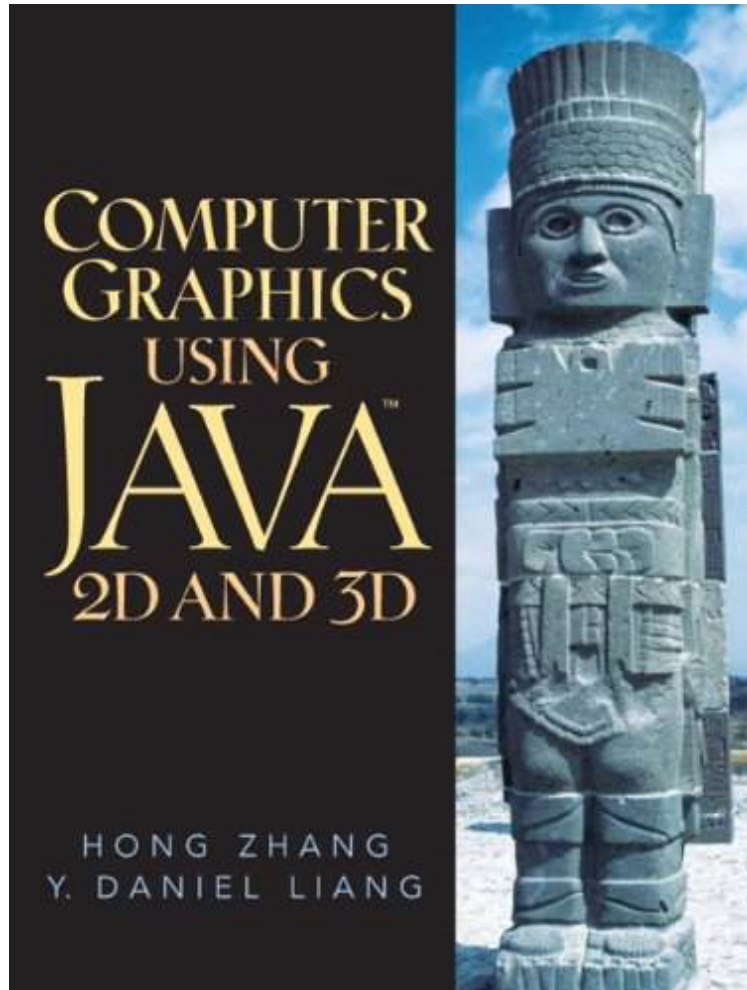


Computer Graphics Using Java 2D and 3D

By Hong Zhang, Y. Daniel Liang



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