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By Matthew Tagliaferri

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This is a fun book that teaches fundamental concepts of object-oriented programming using games as example applications.

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Learn VB .NET Through Game Programming By Matthew Tagliaferri Bibliography

- Sales Rank: #4706012 in Books
- Brand: Brand: Apress
- Published on: 2003-08-13
- Original language: English
- Number of items: 1
- Dimensions: 9.10" h x .91" w x 7.00" l, 1.41 pounds
- Binding: Paperback
- 400 pages

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Editorial Review

About the Author

strongMatthew Tagliaferri/strong has been writing software since 1982. He has written three previous computer programming titles, including iVisual Basic .NET Codemaster's Library/i, iThe Quake Level Design Handbook/i, and iThe Duke Nukem 3D Level Design Handbook/i. Tagliaferri has worked on software for internal corporate use, as well as software to be sold in the retail market. Tagliaferri's corporate software area of specialty is executive information database systems and the retail software includes popular game-related software including the Doom][Screen Saver and the qED, a popular editing program for the game Quake.

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