**Appendix**

**The source codes of the three-layer structure for games: GameStruTemplate**

The three-layer structure for games could be a template for developing video games. The source code of the template version, GameStruTemplate, could be copied into the IDE NetBeans as a basis for developing any new games. The source code of the project is included in Chapter 18.

In order to easier access the source codes, we duplicated the source code in this appendix.