

Source code for “**Physics for JavaScript Games, Animation, and Simulations**”

by Dev Ramtal and Adrian Dobre, published by Apress, 2014

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Great care has been taken to ensure that the files work as expected. However, if you do encounter any problems or spot any bugs we’ll be very grateful to hear from you. Please contact us at www.physicscodes.com.

An up-to-date version of the code will be maintained, together with additional code examples, on the book’s web page at www.physicscodes.com/jsbook.