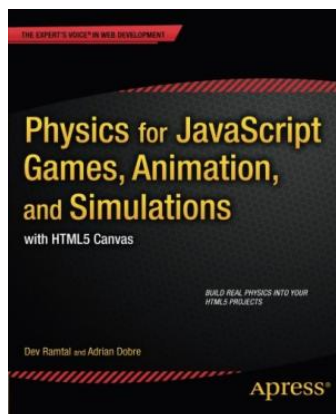


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# PHYSICS FOR JAVASCRIPT GAMES, ANIMATION, AND SIMULATIONS: WITH HTML5 CANVAS



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