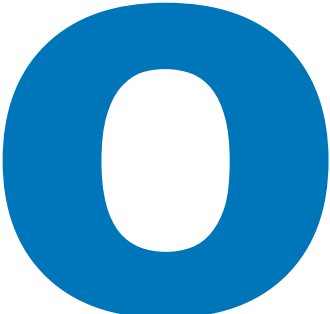

Algorithm **Conditional** **Loops**

8

48

144

Game Development