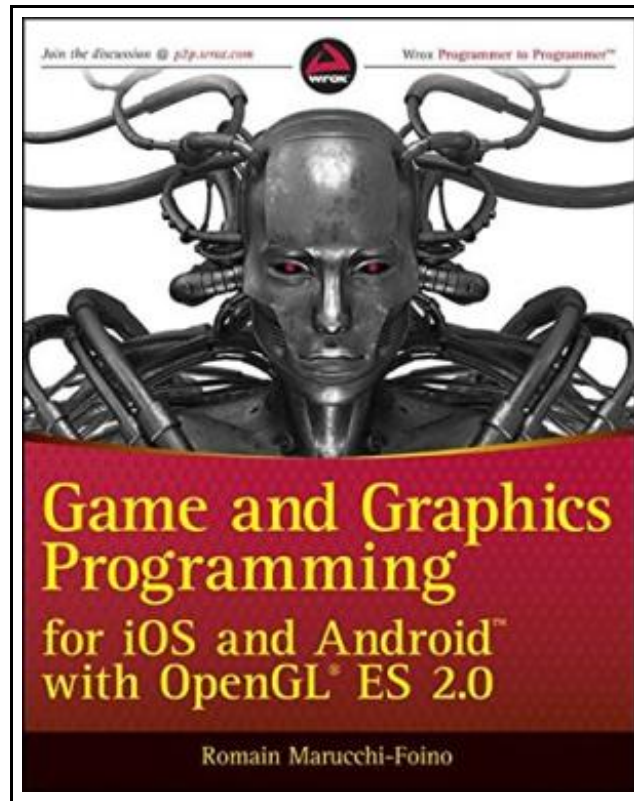# Game and Graphics Programming for IOS and Android with OpenGL ES 2.0 (Paperback)

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