



# Microsoft Visual Basic 6.0: Games Programming

*By Catherine Dwyer, Jeanine Meyer*

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## Microsoft Visual Basic 6.0: Games Programming By Catherine Dwyer, Jeanine Meyer Bibliography

- Sales Rank: #2333889 in Books
- Brand: Brand: Cengage Learning
- Published on: 2001-04-20
- Original language: English
- Number of items: 1
- Dimensions: 10.70" h x .40" w x 8.50" l, 1.15 pounds
- Binding: Paperback
- 220 pages

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## **Editorial Review**

### **Review**

1. Rock, Paper, Scissors 2. Mixed-Up Paper Dolls 3. Chance 4. Memory 5. Hangman 6. Cannonball 7. Quiz Show 7. Tic-Tac-Toe 9. Minesweeper 10. Using Files to add "Best Score" Feature

### **About the Author**

Jeanine Meyer received an M.A. in mathematics from Columbia University and then worked in computing at various major companies before earning her Ph.D. from New York University. She then joined IBM Research in Yorktown Heights, New York, working in the robotics group. She left IBM to become a teacher, first at Pace University and later at Purchase College/SUNY. Jeanine is a tenured, full professor, the coordinator of the Mathematics/Computer Science Board of Study, and a member of the New Media Board of Study. She is the author of four books, covering such topics as multimedia, programming games, and creating databases for Web applications. She is a member of Phi Beta Kappa, Sigma Xi, the Association for Women in Science, and the Association of Computing Machinery. In addition, she is a featured reviewer for ACM Computing Reviews and is a frequent panelist for National Science Foundation grants.

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