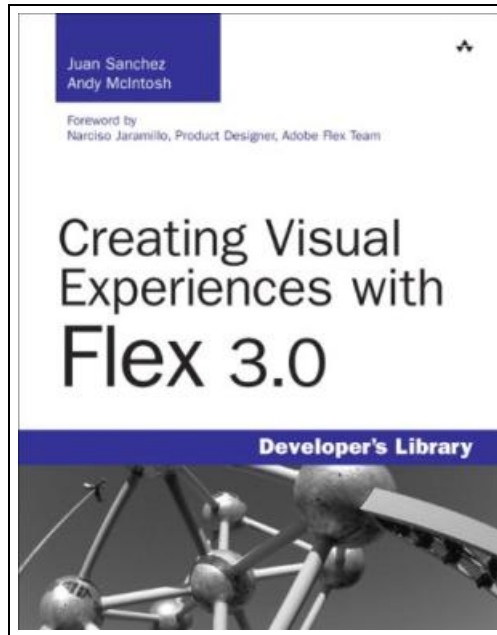# Creating Visual Experiences with Flex 3.0 (Developer's Library) [Taschenbuch].

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