

Micro Console Documentation

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APPENDIX A

Introduction

TODO: write an introduction

A.1 Architecture

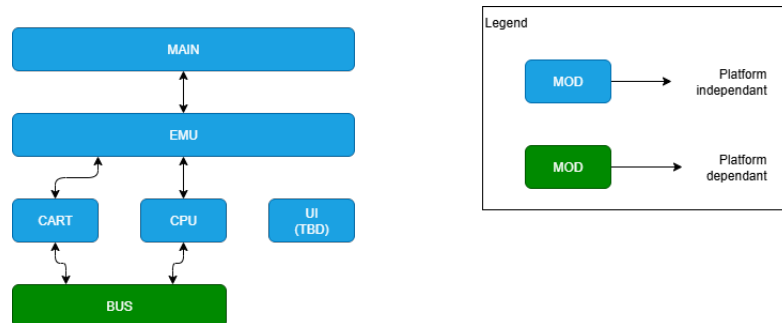


Figure A.1: Code architecture

A.2 Directory tree

```

microConsole/                                # Project root
├── .git/                                    # Git repository directory
├── GameBoyEmulator/                        # Project developed root
│   ├── .metadata/                         # Eclipse property file
│   ├── code/                             # Project code developed
│   │   ├── .settings                     #
│   │   ├── app                           #
│   │   │   ├── inc                       #
│   │   │   └── src                       #
│   │   ├── drivers                       #
│   │   │   ├── windows                   #
│   │   │   └── stm32f401re               #
│   │   ├── lib                           #
│   │   │   └── sdl                       #
│   │   ├── linker                       #
│   │   │   └── stm32f401re.ld            #
│   │   ├── tools                         #
│   │   │   └── memoryUsage.exe           #
│   │   ├── .cproject                     #
│   │   ├── .project                     #
│   │   └── makefile                      #
│   ├── docs/                             # Project documentation root
│   └── roms/                             # GameBoy roms for test
├── Reference/                             # Reference project root
│   └── reference tree/                   # Reference project tree structure
├── .gitignore/                           # Git ignore files list
└── README.md/                           # GitHub description

```

Figure A.2: Directory tree

A.3 Build targets