**Documentation for the Game Grapher**

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*Terminology*

**C\_int**

C\_int is a function inherent to the ctypes module in python. In the documentation of ctypes, c\_int is described as an alias, which in Wikipedia is defined as symbol which accesses memory in a program. Specifcially, aliasing in programming is the employment of symbols to access memory, from whereof the inference for the aforementioned. When parsed into the interactive python environement, c\_types() prints c\_long(0). Furthermore, the sizeof (which is a function inherent to the standard libraries of python, presenting the byte-size value of C input) shows that c\_int is 4 bytes.

**Struct module**

The struct module aims at converting between python values and C structs.

**Raw Memory**

Raw memory refers to the block of memory treated as unstructures arrays of bytes. Higher-level languages use these as the storage for objects. Alternatively, raw memory refers to the unmanaged memory in C

**Sys.getsizeof()**

Provides the byte-size of a given object

**Ctypes.string\_at(addr[, size])**

Returns the string at address.

**Base Address**

The base address is an address which is a reference point for other addresses. So different addresses regard the base address and then adds the offset pointing to itself.