

## **File System**

**The Nand to Tetris projects** comprise many files, organized into twelve folders named 1, 2, ..., 12. The first six folders support the construction of the hardware platform, and the remaining six support the construction of the software hierarchy. If you take the Nand to Tetris Part I course, you need projects 1–6 only.

**To complete a project**, you write and test code in supplied skeletal files. All these files are plain text files that can be edited using either the Nand to Tetris IDE, or an external plain text editor. If you use an external editor, be sure not to change file names and extensions.

**The Nand to Tetris IDE** (which, from now on, is referred to as the IDE) is an online, integrated set of browser-based editors, simulators, and tools for completing the Nand to Tetris projects. No other tool is needed.

**Browser storage (default):** When you edit a file in the IDE, it is automatically saved in the browser storage. Every IDE tool allows downloading all the project files to your PC, anytime, for backup.

**PC storage** is also possible. If you prefer, you can download nand2tetris.zip to your PC, and extract it there. You will get a folder containing all the projects, named 1, 2, ..., 12. When you edit a project file using the IDE, your work will be saved on your PC, automatically. Handling PC storage from the IDE works on Chrome, Edge, Opera, and other Chromium-based browsers.

**Browser-based file access** is more delicate than direct file access on your PC. For example, loading a large file into the IDE may take a few seconds. And, due to communications issues, the IDE may temporarily lose access to a file. If this happens, simply refresh the IDE page.

**Creating new files** is not possible using the IDE (and there is no need to do so for completing all the Nand to Tetris projects). If, for some reason, you wish to create a new file, use the following workaround: (i) Select PC Storage, (ii) Create the new file in one of the project folders, on your PC. You will then be able to see and edit this file in the IDE (following a page refresh).