



C/C++ Programming tutorial

- ★ **Lesson 1** Gameboy hardware, development tools and emulators.
- ★ **Lesson 2** Explanation of the header files used for programming the gameboy advance.
- ★ **Lesson 3** Programming bitmapped backgrounds in mode 3, 4 and 5.
- ★ **Lesson 4** Sprite programming.
- ★ **Lesson 5** How to make tile backgrounds in mode 0, 1 & 2.

