

Work RAM (8 KB / WRAM)

- General purpose usage
- Four times larger NES Work RAM (2KB)

Display RAM (8 KB / VRAM)

- Contain most of the data to render graphics
- Basically tile data and tile maps

src/mmu.rs

```
const WRAM_SIZE: usize = 0x8000;
const ZRAM_SIZE: usize = 0x7F;

pub struct MemoryManagementUnit {
    wram: [u8; WRAM_SIZE],
    zram: [u8; ZRAM_SIZE],
    wrambank: usize,
    pub inte: u8,
    pub intf: u8,
    pub input: Input,
    pub gpu: Gpu,
    pub mbc: MemoryBankController,
}
```