src/**mmu.rs**

```rust
const WRAM_SIZE: usize = 0×8000;
const ZRAM_SIZE: usize = 0×7F;

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,
}
```

src/mmu.rs

```rust
pub fn new(data: Vec<u8>) → MemoryManagementUnit {
    let mbc = MemoryBankController::new(data);

    let mut res = MemoryManagementUnit {
        wram: [0; WRAM_SIZE],
        zram: [0; ZRAM_SIZE],
        wrambank: 1,
        inte: 0,
        intf: 0,
        input: Input::default(),
        gpu: Gpu::new(),
        mbc,
    };
```