

```
#[inline]
pub fn load_our_game_rom() → Result<Vec<u8>, Error> {
    use std::{fs::File, io::Read};
    let mut rom = Vec::new();
    let file = File::open("./rom/game.gb");
    file.and_then(|mut f| f.read_to_end(&mut rom))?;
    Ok(rom)
}

fn main() → Result<(), Error> {
    let rom_data = load_our_game_rom()?;
    let gb = GameBoy::new(rom_data);
}
```

```
glutin::event::Event::MainEventsCleared => window.request_redraw(),
glutin::event::Event::RedrawRequested(_) => {
    gb.frame();
    cx.draw(&gb);
    gl_window.swap_buffers().unwrap();
}
```