src/gameboy/**mod.rs**

```rust
pub enum Button {}

pub struct GameBoy {
    width: u32,
    height: u32,
}
```

```rust
impl GameBoy {
    pub fn new(rom: Vec<u8>) → Self {
        Self {
            width: 160,
            height: 144,
        }
    }

    pub fn width(&self) → u32 { self.width }
    pub fn height(&self) → u32 { self.height }
    pub fn data(&self) → &[u8] { &[] }
    pub fn frame(&self) {}
    pub fn keydown(&self, button: Button) {}
    pub fn keyup(&self, button: Button) {}
}
```

WebAssembly