

The Game Boy CPU (as Intel 8080 and Zilog Z80)
have an extremely simple way of executing a program
(in terms of interpretation of instructions for every byte the processor reads)

1. Bytes from memory are read according to the value held by the **Program Counter ('PC')** register
2. Eight 8-bit registers: **A, B, C, D, E, F, H, L**
3. Two 16-bit registers: **PC** and **SP ('Stack Pointer')**

```
pub struct Registers {  
    pub a: u8,  
    pub b: u8,  
    pub c: u8,  
    pub d: u8,  
    pub e: u8,  
    pub h: u8,  
    pub l: u8,  
    pub f: u8,  
    pub pc: u16,  
    pub sp: u16,  
}
```