

# Usecase of takahirox's nes-js

GitHub : <https://github.com/takahirox/nes-js>

nesjs built from following sources

– src

- main.js(entry point)
- Nes.js
- Rom.js
- Cpu.js
- Ppu.js
- Apu.js
- Display.js
- Joypad.js
- Mapper.js
- Memory.js
- Register.js
- Utility.js

This is a **RomData**

Header (16 bytes)

Trainer, if present (0 or 512 bytes)

PRG ROM data (16384 \* x bytes)

CHR ROM data, if present (8192 \* y bytes)

if present, INST-ROM and PROM

