

# The Codebase: Sourcecode, Articles & Tutorials

This section is the core of the wiki, where you will find the most of the content. A lot of the contents were never published anywhere else before, but there are also a number of pages originally appearing in other places such as newsgroups, websites and magazines.

The sections below correspond to the main sections which are also provided in the menu on the left:

- [6502/6510 Coding](#) - Assembler programming in general, not specific to coding graphics, sound, etc.
- [VIC](#) - Programming graphics in general. Specific demo effects are in the Demo Coding section.
- [SID programming](#) - Music and sound programming.
- [CIA programming](#) - Using the CIA (6526) chips, used for many things.
- [IO Programming](#) - Serial communication, including disk and tape access, keyboard and joystick reading, etc.
- [Maths & Algorithms](#) - Maths and algorithm related stuff (sorting, compression, etc).
- [Game Programming](#) - Issues specific to programming games.
- [Demo Programming](#) - How to write various demo effects. General graphics programming is in the VIC section.
- [Cracking, Phreaking and Viruses](#) - Information on...
- [Cross Development](#) - Using that PC for something good!
- [Programming Languages](#) - Programming BASIC, COMAL, FORTH and so on. (Not assembler.)
- [Using the KERNAL/BASIC ROMs](#) - Using the built in "system", or "OS", of the C64.
- [Third party hardware](#) - How to program that cartridge, REU, network interface or hard drive.

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