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This page is meant to reference to various interesting code samples

- [Converting Arena book format \(.abk\) into pgn](#) - code by [Jury Osipov](#) modified by [Dann Corbit](#), from [CCC](#), April 14-15, 2008
- [Another memory latency test](#) by [Dieter Bürssner](#), [CCC](#), July 17, 2003
- <https://github.com/yangboz/godpaper> A chess-board-game framework(by as3/objective-c language) implementation based-on Starling/Sparrow.
Implement with board representation, search,evaluation...code by [smartkit](#), from [CCC](#), Oct 9, 2009

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