

SammTech Wiki

This wiki is my way of storing and sharing with the world, my thoughts and little bits of knowledge. Some topics I might delve into are **programming** in C/C++, many forms of assembly (although my favorite being Z80), HTML/CSS/JS, Java, Typescript, Python, Godot 4 [GDScript], etc., for the purposes of computer science, reverse engineering, software engineering, game development, and operating system development; **science**; **engineering**; **biotechnology**; linguistics within regards to anything but English (but mostly **toki pona**); **and more!**

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