```
ComSquare::Cartridge
    ::InterruptVectors
  + cop8
  + cop
  + @15
  + brk8
  + brk
  + @17
  + abort8
  + abort
  + @19
  + nmi8
  and 8 more...
             +emulationInterrupts
              +nativeInterrupts
ComSquare::Cartridge
        ::Header
+ gameName
+ mappingMode
+ romType
+ romSize
+ sramSize
+ creatorIDs
+ creatorID
+ @9
+ version
+ checksumComplements
+ checksumComplement
+@11
+ checksums
+ checksum
+ @13
```