```
ComSquare::Memory::
    MemoryBus

+ forceSilence
#_openBus
-_memoryAccessors

+ MemoryBus()
+ MemoryBus()
+ operator=()
+ ~MemoryBus()
```

+ mapComponents()
+ getAccessor()
+ isDebugger()

mirrorComponents()

+ read() + read() + write()