```
ComSquare::Memory::
         IMemory
 + read()
 + write()
 + hasMemoryAt()
 + getRelativeAddress()
 + getSize()
 + isMirror()
 + getName()
 + getComponent()
 + getValueName()
 + getMirrored()
 + ~IMemory()
 ComSquare::Memory::
         AMemory
 # _start
# _end
 + getRelativeAddress()
 + setMemoryRegion()
 + hasMemoryAt()
 + isMirror()
 + getValueName()
 + getMirrored()
 + ~AMemory()
             Д
  ComSquare::APU::APU
  _registers
  _internalRegisters
#_renderer
#_map
#_soundBuffer
#_dsp
# _state
   paddingCycles
+ APU()
+ APU()
+ operator=()
+ ~APU()
+ read()
                                      QObject
+ write()
+ getName()
+ getComponent()
+ getSize()
+ update()
+ reset()
#_internalRead()
#_internalWrite()
#_getImmediateData()
#_getDirectAddr()
#_getIndexXAddr()
# _getIndexXAddr()
# _getIndexYAddr()
# _getDirectAddrByX()
# _getDirectAddrByY()
# _getAbsoluteAddr()
# _getAbsoluteByXAdd
    getAbsoluteByXAddr()
and 84 more...
               ComSquare::Debugger
                     ::APUDebug
                 window
                 <sub>-</sub>uı
                _isPaused
_isStepping
                 snes
               + APUDebug()
               + APUDebug()
               + operator=()
               + ~APUDebug()
               + update()
               + isDebugger()
               + focus()
               + pause()
               + step()
               + disableDebugger()
               · _updatePanel()
               - _getPSWString()
                 executeInstruction()
                 getInstructionString()
```