```
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()
                  Δ
       ComSquare::CPU::CPU
+ IsNMIRequested
+ IsIRQRequested
+ IsAbortRequested
# _registers
# _internalP
   _internalRegisters
#_isEmulationMode
#_isStopped
#_isWaitingForInterrupt
# _bus
# cart
# _cartridgeHeader
# _dmaCharr
#_dmaChannels
#_hasIndexCrossedPageBoundary
#_instructions
+ CPU()
+ CPU()
+ operator=()
+ ~ CPU()
                                             QObject
+ update()
+ read()
+ write()
+ getSize()
+ getName()
+ getComponent()
+ RESB()
+ isDebugger()
+ setMemoryBus()
# _getImmediateAddr8Bits()
# _getImmediateAddr16Bits()
# _getImmediateAddrForA()
# _getImmediateAddrForX()
#_getImmediateAddrForX()
#_getDirect^ddr()
# _getDirectAddr()
# _getAbccl
_getAbsoluteAddr()
#_getAbsoluteLongAddr()
#_getDirectIndire---
   _getDirectIndirectIndexed
YAddr()
# _getDirectIndirectIndexed
YLongAddr()
# _getDirectIndirectIndexed
XAddr()
and 113 more...
                  ComSquare::Debugger
                            ::CPUDebug
                  + disassembledInstructions
                  + breakpoints
                  + initialStackPointer
                    _window
                   _ui
                  - _model
                     painter
                     stackModel
                   _historyModel
                    _isPaused
                   _isStepping
                    _snes
                  + showError()
                  + pause()
                  + step()
                  + next()
                  + clearHistory()
                  + toggleBreakpoint()
                  + disableDebugger()
                  + getProceededParameters()
                  + getPC()
                  + getStackPointer()
                  and 9 more..
                   _executeInstruction()
                   _getDisassemblyContext()
                  - _disassemble()
                     updateDisassembly()
                    _parseInstruction()
                   _getInstructionParameter()
```

_getFlagsString()

and 17 more...

_updateRegistersPanel() _getImmediateValue() _getAbsoluteValue()