```
ComSquare::Cartridge
::InterruptVectors

+ cop8
+ cop
+ @27
+ brk8
+ brk
+ @29
+ abort8
+ abort
+ @31
+ nmi8
and 8 more...

+emulationInterrupts
+nativeInterrupts
```

```
ComSquare::Cartridge
        ::Header
+ gameName
+ mappingMode
+ romType
+ romSize
+ sramSize
+ creatorIDs
+ creatorID
+ @21
+ version
+ checksumComplements
+ checksumComplement
+ @23
+ checksums
+ checksum
+@25
+ Header()
```

+ Header() + operator=() + ~Header()