```
ComSquare::Memory::
     MemoryBus
+ forceSilence
# openBus

    memorvAccessors

+ MemoryBus()
+ MemoryBus()
+ operator=()
+ ~MemoryBus()
+ read()
+ read()
+ write()
+ mapComponents()
+ getAccessor()
+ isDebugger()
  mirrorComponents()
ComSquare::Debugger
 ::MemoryBusDebua
 window
 snes
 ui
  model
 proxy
+ disableViewer()
+ MemoryBusDebug()
+ MemoryBusDebug()
+ operator=()
+ ~MemoryBusDebug()
```

+ read() + read() + write() + focus() + isDebugger()