```
ComSquare::Memory::
    IMemoryBus
+ ~IMemoryBus()
+ read()
+ peek()
+ peek v()
+ write()
+ getAccessor()
ComSquare::Memory::
     MemoryBus
# openBus
memoryAccessors
 shadows
 rectangleShadows
+ MemoryBus()
+ MemoryBus()
+ operator=()
+ ~MemoryBus()
+ read()
+ peek()
+ peek v()
+ write()
+ mapComponents()
+ getAccessor()
mirrorComponents()
```