```
QObject
ComSquare::Debugger
     ::CPU::CPUDebug
+ disassembled
+ breakpoints
+ initialStackPointer
 cpu
  window
 _timer
 ui
 model
 painter
  stackModel
 _stackModel
_historyModel
 isPaused
 isStepping
 snes
 labels
 _callback
+ pause()
+ step()
+ next()
+ clearHistory()
+ toggleBreakpoint()
+ getProceededParameters()
+ getPC()
+ getStackPointer()
+ CPUDebua()
+ CPUDebug()
+ operator=()
+ ~CPUDebug()
+ focus()
+ showError()
+ update()
_loadLabels()
  logInstruction()
 _getDisassemblyContext()
 _disassemble()
 _updateDisassembly()
- _parseInstruction()
 getInstructionParameter()
 _updateRegistersPanel()
getImmediateValue()
 getAbsoluteValue()
and 17 more...
```