```
ComSquare::Memory::
       IMemory
+ read()
+ write()
+ hasMemoryAt()
+ getRelativeAddress()
+ getSize()
+ getName()
+ getComponent()
+ getValueName()
+ ~IMemory()
ComSquare::Memory::
      AMemory
#
   start
# end
+ getRelativeAddress()
+ setMemoryRegion()
+ hasMemoryAt()
+ ~AMemory()
ComSquare::PPU::PPU
+ vram
+ oamram
+ cgram
- _registers
_renderer
 _backgrounds
 _mainScreen
 mainScreenLevelMap
 subScreenLevelMap
 subScreen
_screen
 vramReadBuffer
 ppuState
+ PPU()
+ PPU()
+ ~PPU()
+ operator=()
+ read()
+ write()
+ getName()
+ getComponent()
+ getSize()
+ update()
and 14 more...
```