

<< inflated interface >>

CPU

+ switch_context(old: **Context, new: *Context): void
+ init_stack(...): Context
+ tsl(value: bool): void
+ finc(value: bool): void
+ fdec(value: bool): void
+ enable_interrupts(): void
+ disable_interrupts(): void
+ halt(): void
...

CPU::Context

+ load(): void
+ save(): void

1 execute 1

IA32

SPARC32

PPC32

AVR8

