

# **CFR-1**

**The Coral VM**

**Version 0.1-alpha1**

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# Preface



## Chapter 1

# **Abstraction vs. the Platform**

### **1.1 Bytecode Portability**

### **1.2 Target Platforms**





## Chapter 2

# **The Abstraction**

### **2.1 The Languages**

### **2.2 The Bytecodes**



## Chapter 3

# **The Components of a Virtual Machine**

### **3.1 Language Interface**

### **3.2 Command Line Interface**

### **3.3 Threads**

### **3.4 Call Stacks**

### **3.5 Address Spaces & Objects**

### **3.6 Program Structure Information**

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