

ProgramLoader



```
graph BT; C["Callable< input_t, output_t, VirtualMachineState_t >"] --> P[ProgramLoader];
```

A UML class diagram illustrating inheritance. At the bottom is a gray-shaded box representing the base class, labeled "Callable< input_t, output_t, VirtualMachineState_t >". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white box above it, labeled "ProgramLoader".

Callable< input_t,
output_t, VirtualMachineState_t >