

ProgramLoader



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

A UML class diagram showing inheritance. A box labeled 'ProgramLoader' is at the top. A box labeled 'Callable< input\_t, output\_t, VirtualMachineState\_t >' is at the bottom. A blue arrow points from the bottom box to the top box, indicating that 'ProgramLoader' inherits from 'Callable'.

Callable< input\_t,  
output\_t, VirtualMachineState\_t >