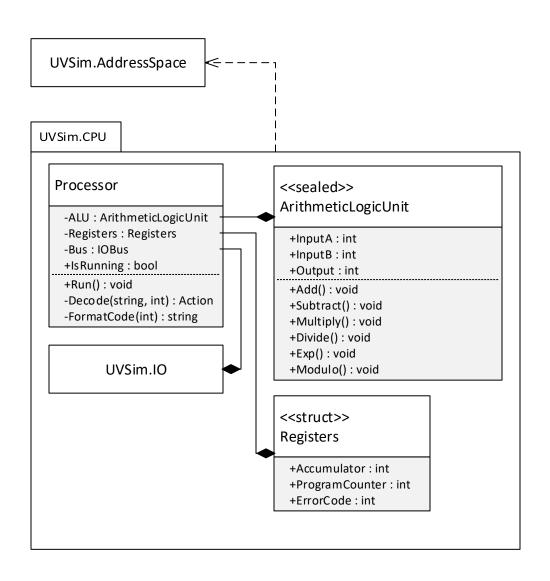
## UVSim.IO

## <<struct>> IOBus

- +ExecuteAction: Action<Action<string>, string>
- +OnReadValue : Func<string>
- -MemDumpAction : Action<string>
- -OnUpdateAccumulatorAction : Action<string>
- -OnDisplayAction : Action<string>
- +MemDump(string) : void +OnDisplay(string) : void
- + On Update Accumulator (string): void

## UVSim.AddressSpace <<static>> Constants +SMALL\_MEMORY\_LIMIT = 100 +LARGE\_MEMORY\_LIMIT = 1000 <<static>> Memory -memory: List<string>(Constants.LARGE\_MEMORY\_LIMIT) +Initialize(string[]): void +Get(int): string +Set(int, string): void +Clear(): void



## 

