driver::Driver

+ Driver()
+ virtual ~Driver()
+ virtual void activate()=0
+ virtual void deactivate()=0
+ virtual int reset()=0

driver::KeyboardDriver

- bool caps_on
- hardware_communication
  ::Port8Bit commandPort
- hardware_communication
  ::Port8Bit dataPort
- KeyboardEventHandler
  * keyboardEventHandler
- uint8_t led_byte_to_send
- bool shift_pressed
- bool waiting_for_led_ack

+ KeyboardDriver(hardware
  _communication::InterruptManager
  *interrupt_manager, KeyboardEventHandler
  *keyboardEventHandler)
+ ~KeyboardDriver()
+ void activate() override
+ void deactivate() override
+ uint32_t handleInterrupt
  (uint32_t esp) override
+ int reset() override

driver::MouseDriver

+ static int8_t __mouse_x_
+ static int8_t __mouse_y_
+ static uint16_t old
  _char_under_mouse_pointer
- int8_t buffer
- uint8_t buttons
- hardware_communication
  ::Port8Bit commandPort
- hardware_communication
  ::Port8Bit dataPort
- MouseEventHandler *
  mouseEventHandler
- uint8_t offset

+ MouseDriver(hardware
  _communication::InterruptManager
  *interrupt_manager, MouseEventHandler
  *mouseEventHandler)
+ ~MouseDriver()
+ void activate() override
+ void deactivate() override
+ uint32_t handleInterrupt
  (uint32_t esp) override
+ int reset() override
+ static uint16_t mouse
  _block_video_mem_value
  (uint16_t old_char_under
  _mouse_pointer, uint8_t mouse
  _pointer_color)