

hardware_communication ::Port16Bit

- + Port16Bit(uint16_t portnumber)
- + ~Port16Bit() override
- + uint16_t read()
- + void write(uint16_t data)

hardware_communication ::Port32Bit

- + Port32Bit(uint16_t portnumber)
- + ~Port32Bit() override
- + uint32_t read()
- + void write(uint32_t data)

hardware_communication ::Port8Bit

- + Port8Bit(uint16_t portnumber)
- + virtual ~Port8Bit() override
 - uint8_t read()
- virtual void write (uint8_t data)

hardware_communication ::Port8BitSlow

- + Port8BitSlow(uint16 _t portnumber)
- + ~Port8BitSlow() override
- + void write(uint8_t data) override