

hardware_communication ::InterruptHandler
InterruptManager* interrupt_manager
uint8_t interruptNumber
+ virtual uintptr_t handle Interrupt(uintptr_t esp)=0
InterruptHandler(uint8 _t interruptNumber, Interrupt Manager *interrupt_manager)
~InterruptHandler()

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