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

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

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| driver::MouseDriver  |
| + static int8_t __mouse_x_<br>+ static int8_t __mouse_y_<br>+ static uint16_t old<br>_char_under_mouse_pointer<br>- int8_t buffer<br>- uint8_t buttons<br>- hardware_communication<br>::Port8Bit commandPort<br>- hardware_communication<br>::Port8Bit dataPort<br>- MouseEventHandler *<br>mouseEventHandler<br>- uint8_t offset  |
| + MouseDriver(hardware<br>_communication::InterruptManager<br>*interrupt_manager, MouseEventHandler<br>*mouseEventHandler)<br>+ ~MouseDriver()<br>+ void activate() override<br>+ void deactivate() override<br>+ uint32_t handleInterrupt<br>(uint32_t esp) override<br>+ int reset() override<br>+ static uint16_t mouse<br>_block_video_mem_value<br>(uint16_t old_char_under<br>_mouse_pointer, uint8_t mouse<br>_pointer_color) |

