

hardware_communication ::Port

- + virtual ~Port()
- # Port(uint16_t portnumber)

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