Interface

Define Interface

vm.h

```
typedef struct vm<Type,Impl> {
    __code loaduvm(Impl* vm, __code next(...));
}
```

Implement

vm_impl.cbc

```
vm* createvm_impl(struct Context* cbc_context) {
    vm->loaduvm = C_loaduvmvm_impl;
}vm;
__code loaduvmvm_impl(struct vm_impl* vm, __code next(...)) {
    goto loaduvm_ptesize_checkvm_impl(vm, next(...));
}
```

separate implement

Define implement header

vm_impl.h

```
typedef struct vm_impl<Impl, Isa> impl vm{
...
    __code loaduvm_ptesize_check(Type* vm_impl,
__code next(...));
```

Implement

vm_impl_private.cbc

```
__code loaduvm_ptesize_checkvm_impl(struct vm_impl*
vm_impl, __code next(...)) {
// if or for
    goto loaduvm_loopvm_impl(vm_impl, next(...));
}
```