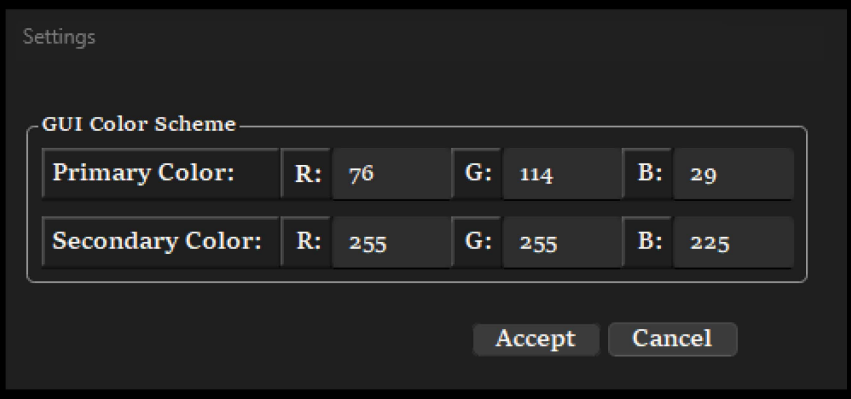
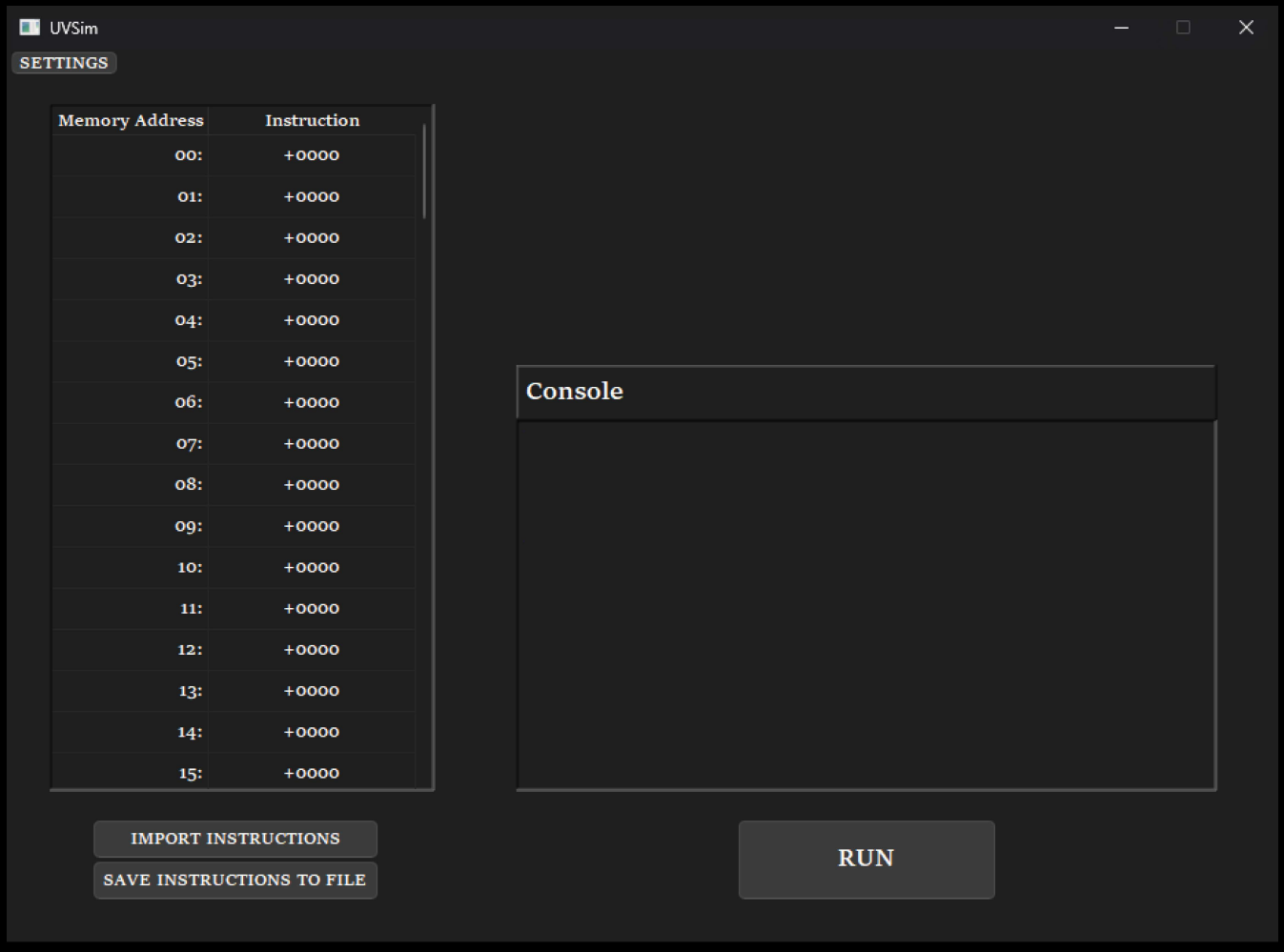
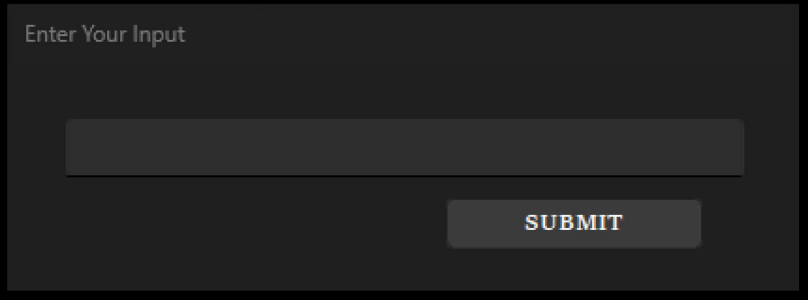
GUI Design


Settings
GUI Color Scheme
Primary Color:
R: 76
G: 114
B: 29
Secondary Color:
R: 255
G: 255
B: 225
Accept
Cancel

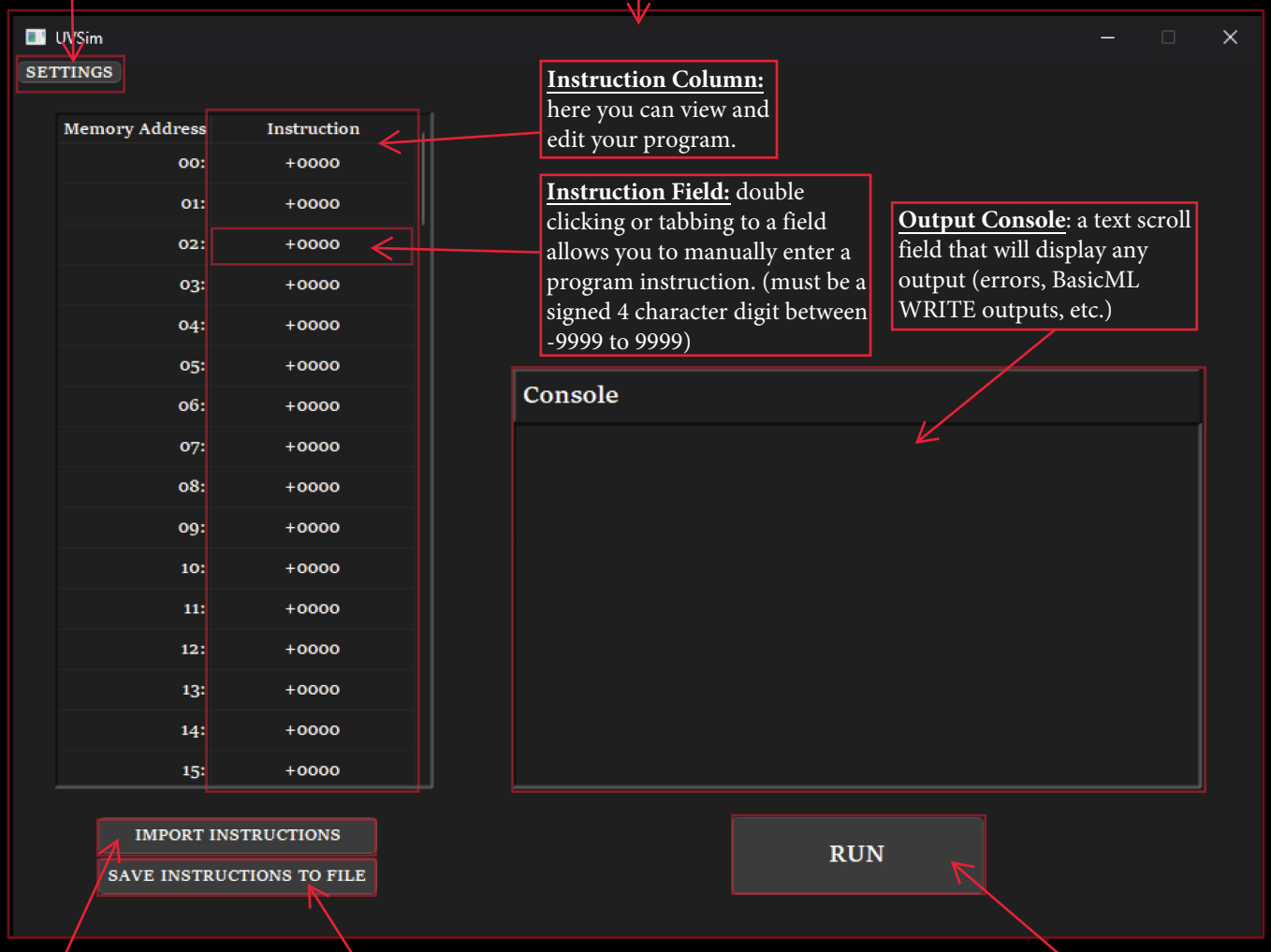

UVSim
SETTINGS
Memory Address
Instruction
00: +0000
01: +0000
02: +0000
03: +0000
04: +0000
05: +0000
06: +0000
07: +0000
08: +0000
09: +0000
10: +0000
11: +0000
12: +0000
13: +0000
14: +0000
15: +0000
Console
IMPORT INSTRUCTIONS
SAVE INSTRUCTIONS TO FILE
RUN


Enter Your Input
SUBMIT

GUI Description

Settings Button: opens the settings window explained below.

Main GUI Window



Instruction Column: here you can view and edit your program.

Instruction Field: double clicking or tabbing to a field allows you to manually enter a program instruction. (must be a signed 4 character digit between -9999 to 9999)

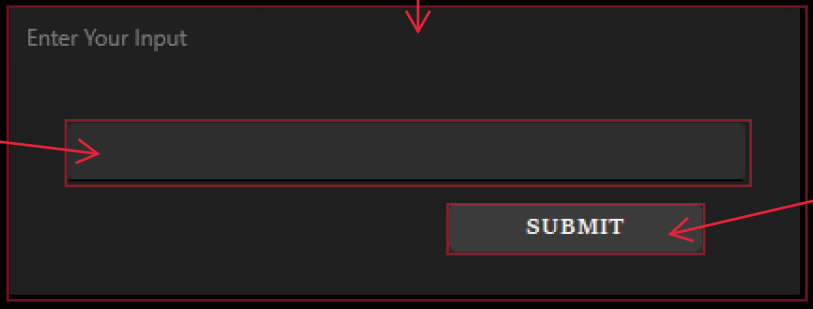
Output Console: a text scroll field that will display any output (errors, BasicML WRITE outputs, etc.)

Import Button: opens a file explorer on press. Allowing for the user to find and import a *.txt file containing BasicML instructions.

Save Button: opens a file explorer on press. Allowing for the user to find and export the instructions to a user-named .txt file.

Run Button: executes the program on press.

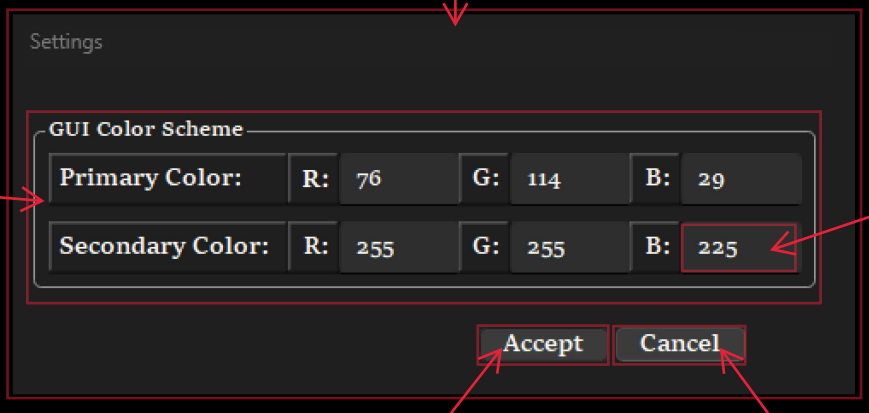
User Input Window: appears when the program performs the BasicML READ instruction during runtime.



Entry Text Field: input field that expects a signed 4-digit numerical value.

Submit Button: submits entered input to the program.

GUI Description Cont.



Settings Window

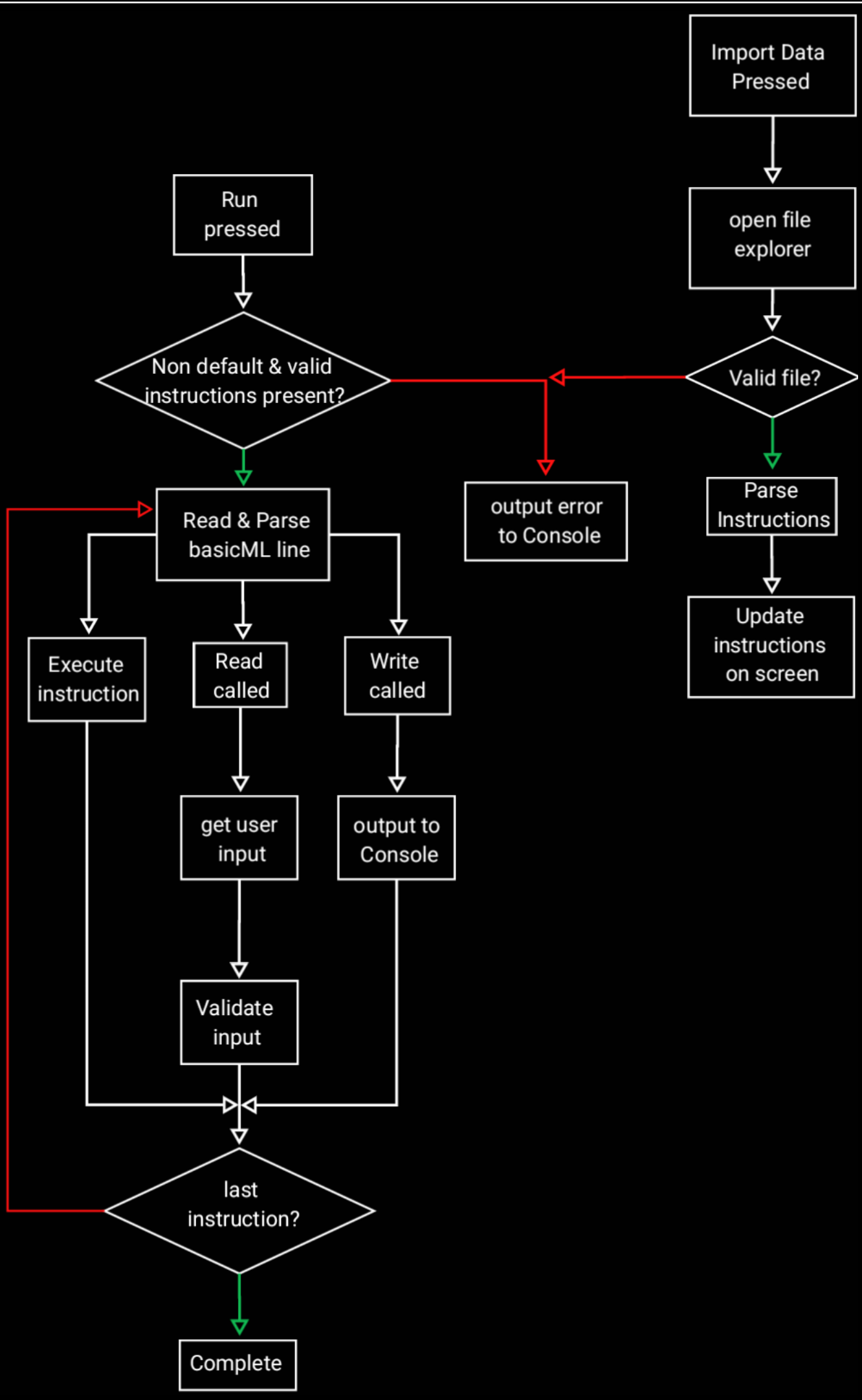
Color Scheme Settings: adjusting this will change the look across all GUI windows.

Color Input Field: RGB (Red, Green, and Blue) color values that accept a positive integer between 0 to 255.

Accept Button: applies all changes to the settings.

Cancel Button: discards all changes made in the setting's instance.

Flowchart


Import Data Pressed
open file explorer
Valid file?
Parse Instructions
Update instructions on screen
output error to Console
Run pressed
Non default & valid instructions present?
Read & Parse basicML line
Execute instruction
Read called
Write called
get user input
output to Console
Validate input
last instruction?
Complete