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|   ColorConfig   |
+-----+
```

```
| - filename: str   |
| - primary: str    |
| - off: str        |
+-----+
```

```
| + __init__(filename="colors.json") |
| + is_valid_hex(color: str): bool   |
| + load_colors(): void               |
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```



| used by

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|   UVSimGUI      |
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```

```
| - root: Tk        |
| - sim: UVSim      |
| - load: Load_Program |
| - colors: ColorConfig |
| - memory_entries: list[Entry] |
| - output_lines: list[str] |
| - file_loaded: bool   |
| - run_button: Button  |
| - mem_canvas: Canvas  |
| - accumulator_var: StringVar |
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```

```
| + __init__(root: Tk)           |
| + build_widgets(): void        |
| + load_file(): void            |
| + save_file(): void            |
| + save_memory_entry(index: int, value: str) |
| + sync_entries_to_memory(): bool |
| + run_program(): void          |
| + step_through_program(): void |
| + show_read_popup(operand: int): int |
| + update_memory_display(): void |
| + update_output(): void        |
| + clear_output(): void         |
| + open_file_in_new_window(): void |
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uses|



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has-a



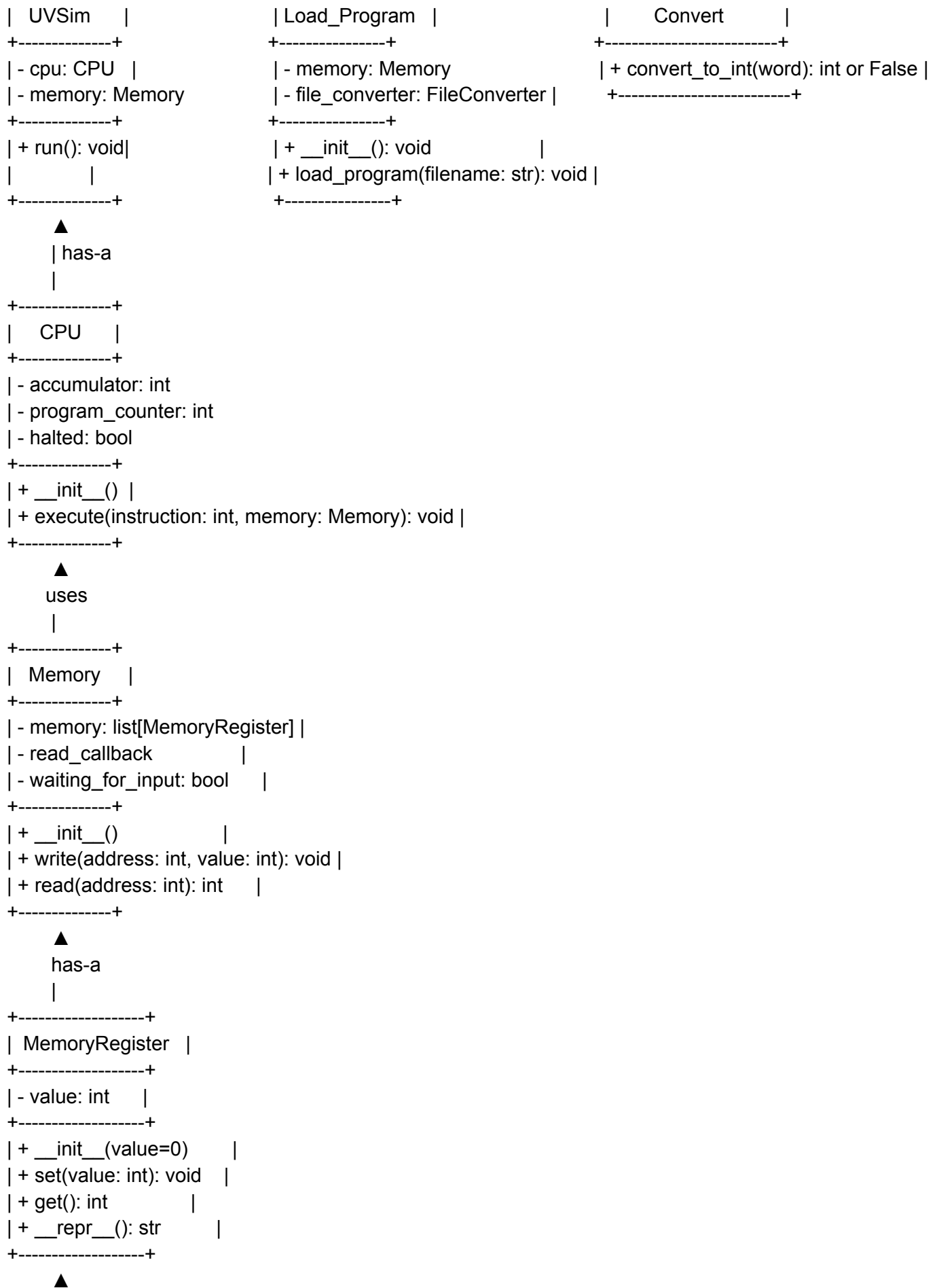
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uses|



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| called by

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| main.py |

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| + main(): void |

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