

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

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

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



| used by

```
+-----+
|  UVSimGUI     |
+-----+
```

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

```
| + __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 |
+-----+
```



| uses|

```
+-----+
|  UVSim  |
+-----+
```



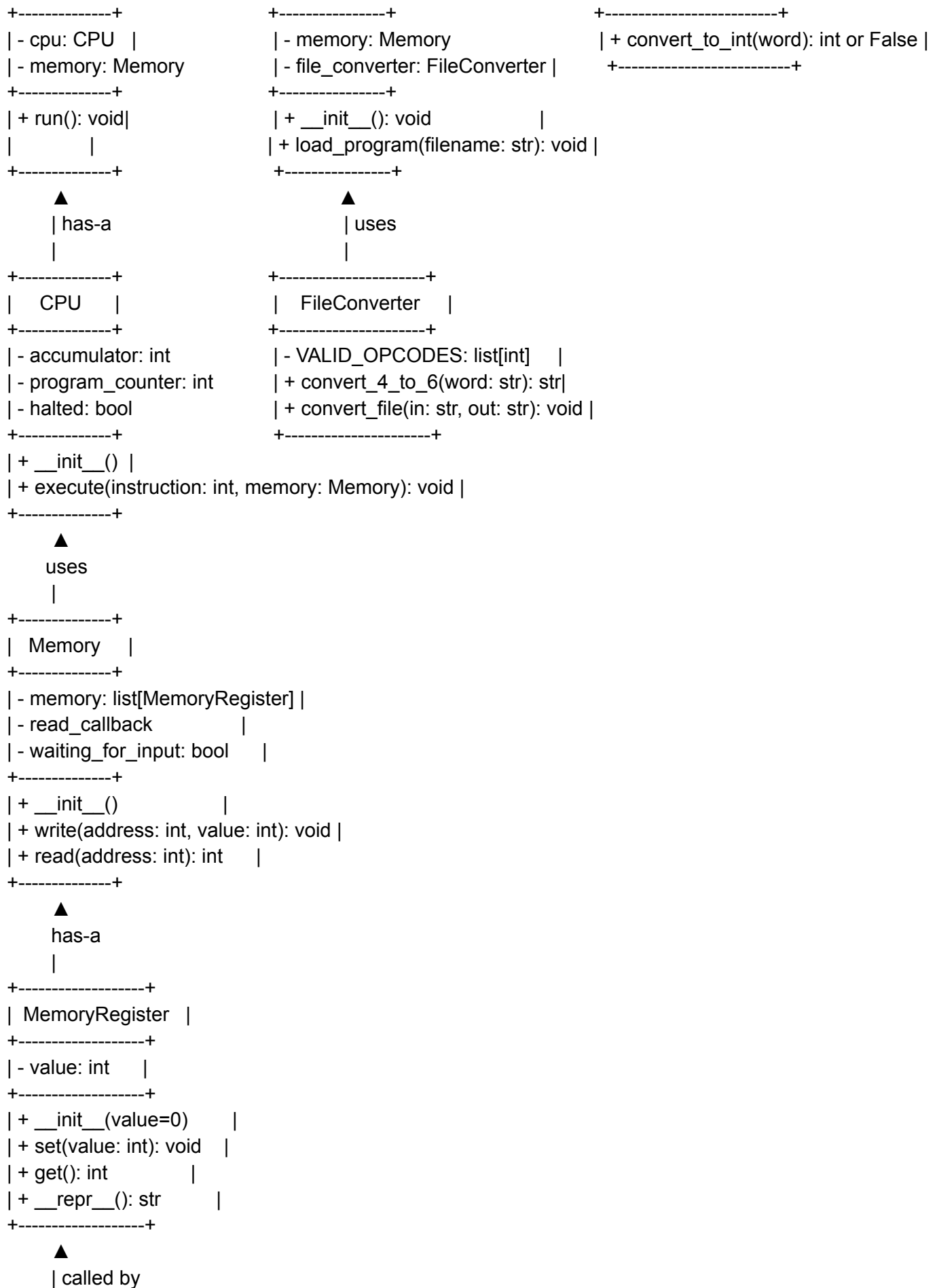
| has-a

```
+-----+
| Load_Program |
+-----+
```



| uses|

```
+-----+
|  Convert  |
+-----+
```



```
    |  
+-----+  
|  main.py  |  
+-----+  
| + main(): void |  
+-----+
```