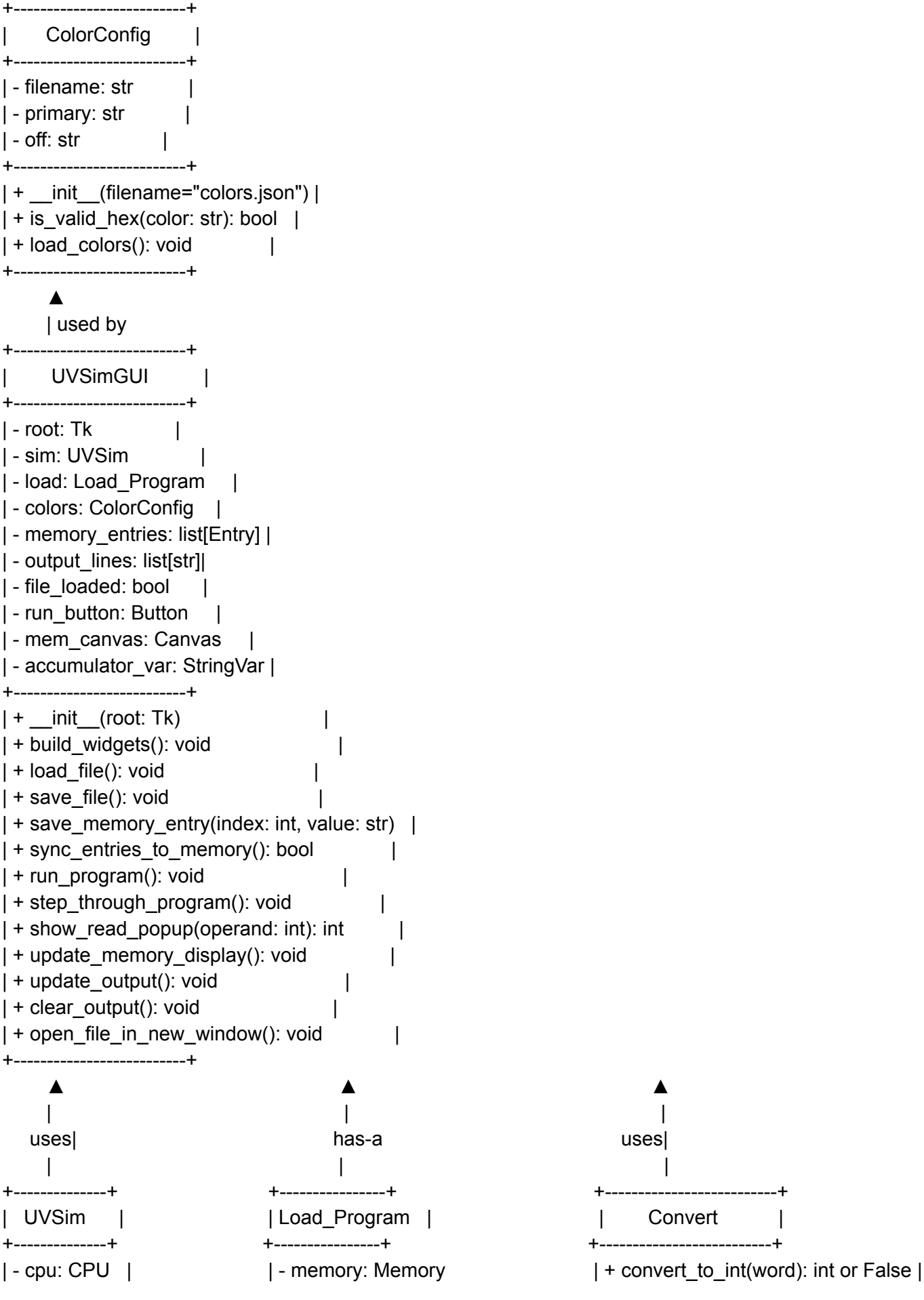
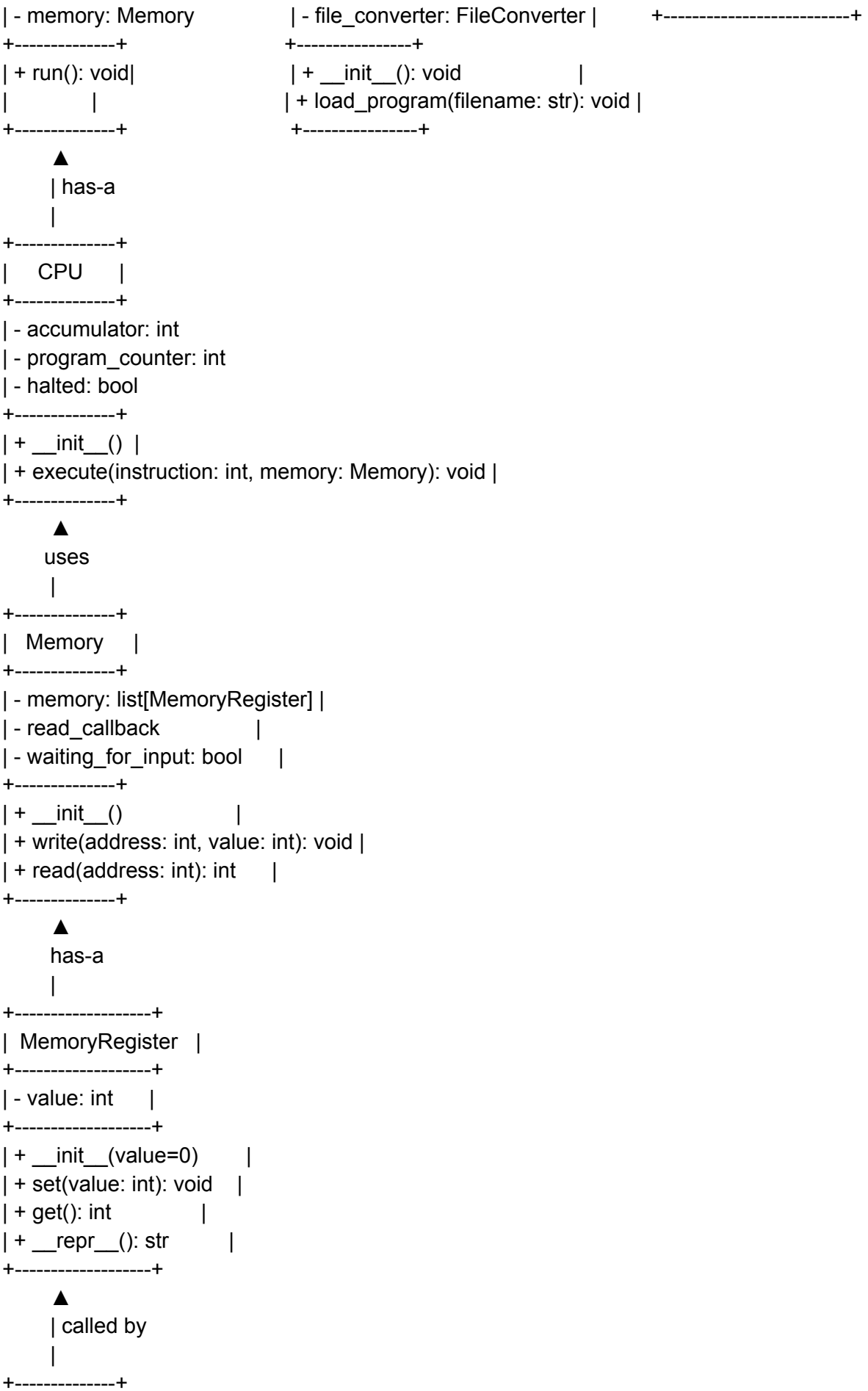
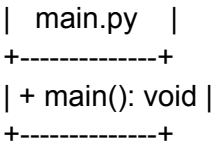

ColorConfig
- filename: str
- primary: str
- off: str
+ __init__(filename="colors.json")
+ is_valid_hex(color: str): bool
+ load_colors(): void
used by
UVSimGUI
- root: Tk
- sim: UVSim
- load: Load_Program
- colors: ColorConfig
- memory_entries: list[Entry]
- output_lines: list[str]
- file_loaded: bool
- 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
has-a
uses
UVSim
- cpu: CPU
Load_Program
- memory: Memory
Convert
+ convert_to_int(word): int or False


- memory: Memory	- file_converter: FileConverter
+ run(): void|	+ __init__(): void
	+ load_program(filename: str): void
has-a
CPU
- accumulator: int
- program_counter: int
- halted: bool
+ __init__()
+ execute(instruction: int, memory: Memory): void
uses
Memory
- memory: list[MemoryRegister]
- read_callback
- waiting_for_input: bool
+ __init__()
+ write(address: int, value: int): void
+ read(address: int): int
has-a
MemoryRegister
- value: int
+ __init__(value=0)
+ set(value: int): void
+ get(): int
+ __repr__(): str
called by


main.py
+ main(): void