1. The system must provide a space for the user to input BasicML instructions.

2. The system must provide an accumulator which will act as a register that holds a value.

3. The system must provide a memory space with 100 locations.

4. The user should be able to perform simple math operations on the value in the accumulator with the value in a specific memory location.

5. The system should be able to prompt the user for an integer to read into memory.

6. The user should be able to store a BasicML instruction in a memory location.

7. The system could provide a brief header to introduce the basics of the system to the user

8. The system should execute the user program immediately after it is written to completion.

9.  The program can jump to a specific place in memory

10.  The program can output what is in the accumulator once the instructions are read

11.  The program can output what is in memory once the instructions are read

12. The system should allow the user to store a word from the accumulator into memory.

13. The user should be able to signal to the system in some way to stop writing the program.

14. The program can output what is stored in a specific memory location

15. The user must be able to use a keyboard to input data into and operate the system.