Class Gui

Items:
colors
textboxes
new_word
active_tab_index
is_closed

frame creation
widget creation
widget instantiation
widget configuration

event/thread creation

methods:
add_new_tab
current_tab
color_button_callback
load_instructions_button_callback
save_instructions_button_callback
convert_button_callback
write_to_display
create_display
write_to_output
clear_output
update_register_display
run_button_callback
submit_button_callback
convert_and_run_callback
wait_for_input
unlock
lock
start_gui
restart
on_close

Class Sim

items:

gui
instructions
AllowedFileLength
registers
accumulator
thread_event
stop_flag

methods:

execute_instructions
  methods for instructions are now here as if elif block
validate_and_store
load_instructions
validate_txt

INITIALIZED AT BOTTOM OF INIT

Class ThemeSelector

Items:

colors
themes

methods:
create_button_callback
choose_color
open_preview
change_default
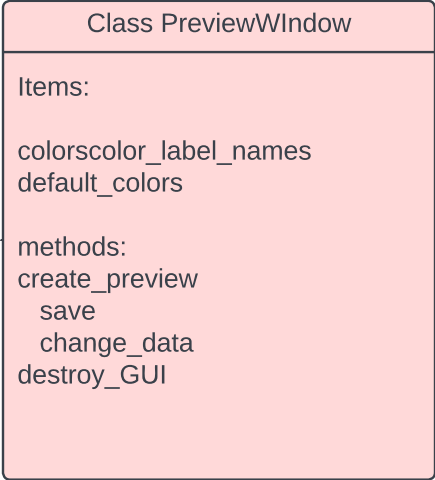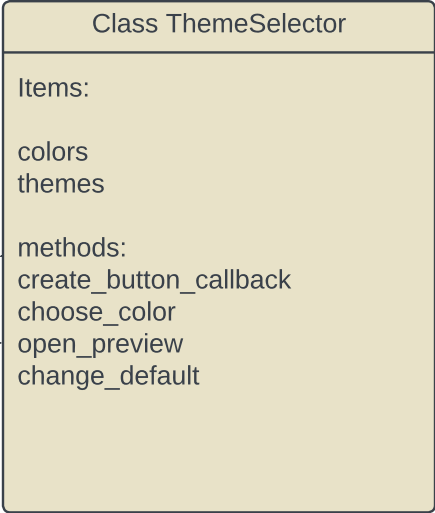
INITIALIZED IN COLOR_BUTTON_CALLBACK

Class PreviewWIndow

Items:

colorscolor_label_names
default_colors

methods:
create_preview
  save
  change_data
destroy_GUI

INITIAZLIED IN OPEN_PREVIEW