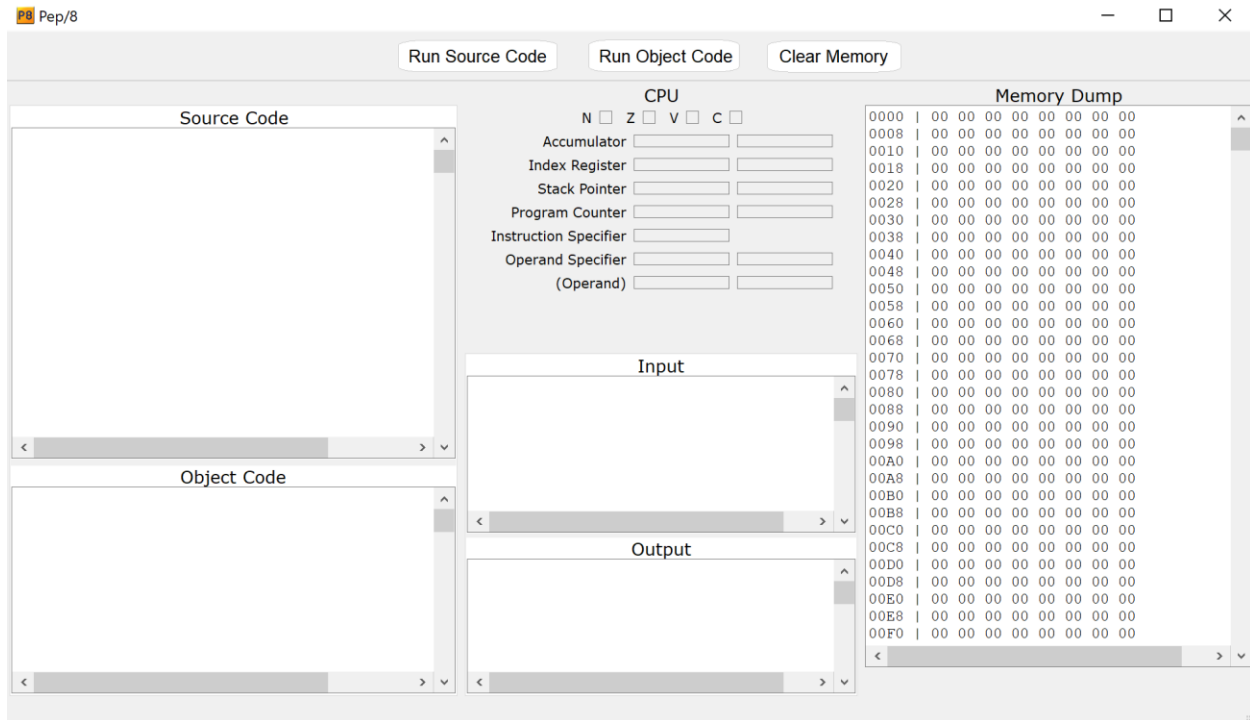


With this feedback, Angela edited another screenshot of the original Pep/8 program to get a feel for how the final GUI layout should look. The resulting GUI mockup was this:



The text areas will both be resizable using JSplitPlanes from the Java Swing package and will include horizontal and vertical scrollbars. There are two run options, one for source code and one for object code, depending on what type of code the user wants to run. Clear memory will act as a program reset button by clearing all source or object code information from the Memory object. The third column of the Memory Dump text area might be omitted, as it translates the hexadecimal instructions in the second column to ASCII in the third column. Since it only serves as a useful translation for character-based programs, more effort will be put into prioritizing that the first and second columns of the memory dump display and function correctly. The first column of the memory dump is the hexadecimal address, and the second column of the memory dump is the hexadecimal instruction.