Functional Requirements

* + UVSim will have a Run button to execute programs.
  + UVSim will be able to parse and interpret BasicML instructions.
  + UVSim will handle arithmetic operations.
  + UVSim will support branching capabilities (e.g., jump instructions).
  + UVSim will include branching unit tests to verify logic.
  + UVSim will report BasicML errors.
  + UVSim will handle overflow errors during execution.
  + UVSim will have a console display.
  + UVSim will be able to write output to the console.
  + UVSim will be able to take user input during execution.
  + UVSim will include a text editor for writing programs.
  + UVSim will be able to save text files.
  + UVSim will be able to load text files.
  + UVSim will allow editing existing text files.
  + UVSim will include a functional UI for interaction and program control.

Non-Functional Requirements

* + UVSim will include a debugger to assist in program troubleshooting.
  + UVSim will provide a file explorer for easy access to saved files.
  + UVSim will offer a tutorial page to guide new users