

Group 3: Lonyjera Okal, Ratanak Uddam Chea, Benjamin Hamilton, Frank Lugola

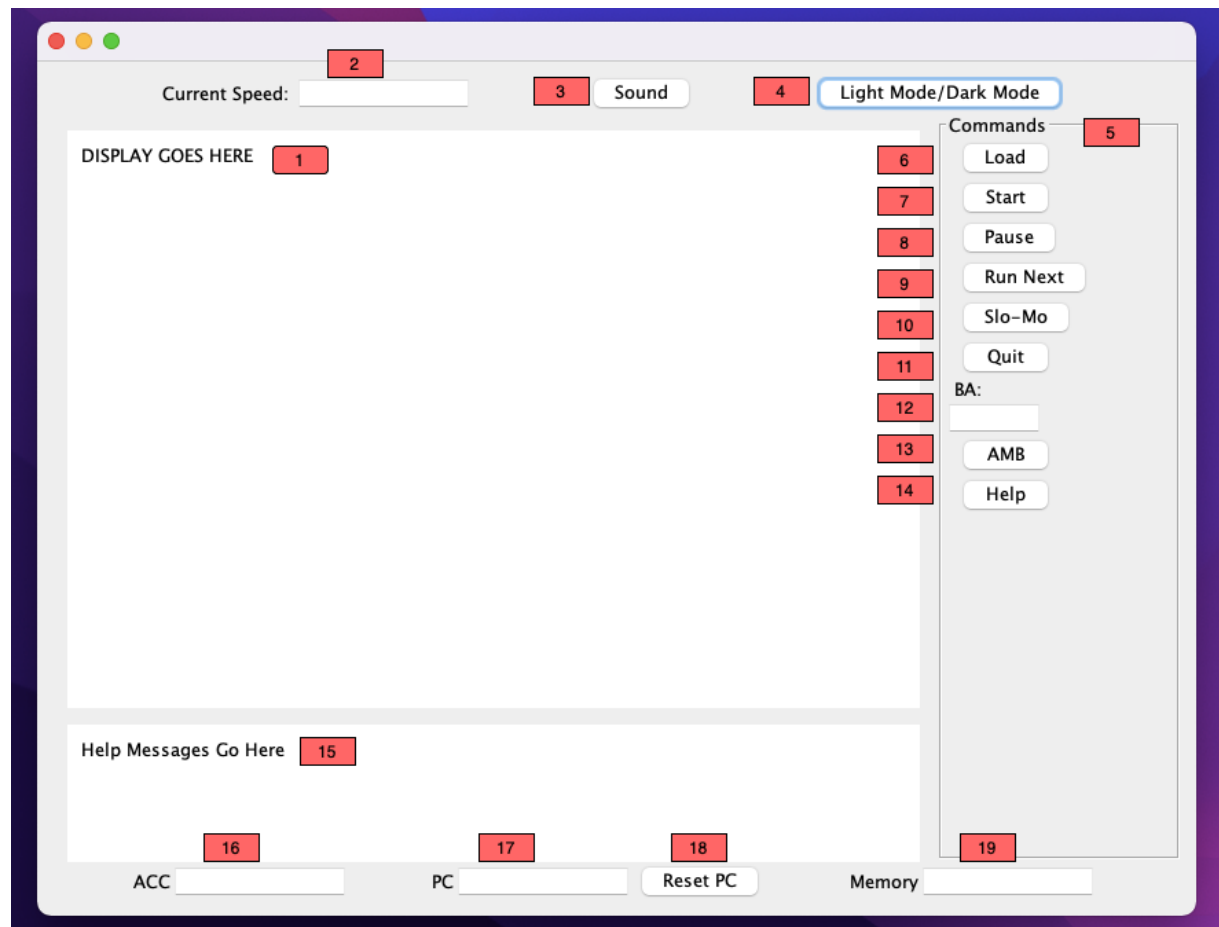
Course: CS252

Instructor: Alan Zaring

Due Date: 5:00PM Tuesday 9th, 2021

Phase05

- Email the instructor a link to our shared GITHUB repo
- Upload a Zip of all .java files needed for this phase into Katie
- This PDF
 - The revision number of our repository one would use to retrieve the files for this phase of the project
 - Revision Number: 0df9290
(0df92905e09e4d2bcfe5e7da1601c6fbb81c12fb)
 - Annotated screenshot of our GUI



- Annotation dictionary:
 - 1: Scrollable(to be implemented) and editable textarea that will display the code of a selected file.
 - 2: Non-editable(to be implemented) display that shows the speed that the debugger is running in
 - 3: A button that either mutes or unmutes the sound when the program runs (extra implementation)
 - 4: A button that changes the appearance of the GUI program to either light mode or dark mode (extra implementation)
 - 5: A box layout that stores all the executable debugger commands
 - 6: A button to LOAD a file and displays it in (1)
 - 7: A button to start the execution of the selected file
 - 8: A button that pauses the execution of the program
 - 9: A button that runs a single line
 - 10: A button that slows down the execution of the program
 - 11: A button that terminates the program
 - 12: A textarea that lets a user type in an input set a breakpoint there
 - 13: A button that alters content of the byte
 - 14: A button that displays all the help messages
 - 15: Scrollable(to be implemented) and non-editable textarea that will display help messages if (14) is clicked
 - 16: A textarea that displays the accumulator of the program
 - 17: A textarea that displays the program counter of the program
 - 18: A button that resets the program counter
 - 19: A textarea that displays the memory
- Progress Report:
 - The design of our GUI has changed to better embrace the notion of the GUI interface. The changes include:
 - Removal of unnecessary debugger command buttons
 - Redesigning of the layout of the GUI
 - The Skeleton of Model
 - Methods for all commands given by the vm252dbg
 - Methods for getting and setting the ACC, PC, and Memory
 - Method to load a file
 - Method to pause the execution
 - Method to change speed of execution of instructions
 - There is one small problem we are encountering
 - Referring to the annotation dictionary (12)
 - We could not figure out how to have the label and the textfield to be on the same line

Time entry for each member:

[illegible]