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| **Requirements** | **Classification** |
| Program should allow user input using GUI | Functional |
| Successful memory creation for the accumulator. In this project, we are creating an array of 1000 places for each memory location | Functional |
| The GUI will display the accumulator, current location | Functional |
| BasicML program must be loaded into the main memory starting at location 00 | Functional |
| Get a 4-digit word input from the user by prompting | Functional |
| Or ask the user to load a source file in the program |  |
| Allow the user to edit the text field | Functional |
| Check if the number word contains at first digit a – or + sign and 4-digit number | Functional |
| After successful user number input, prompt the user to enter a BasicML instruction. | Functional |
| After BasicML instruction, call to the required function to complete the instructions |  |
| Make sure to display all the necessary information to the user while running the program | Functional |
| Successful Halt command to end the program | Functional |
| Display final information to the user | Functional |
| Reset all the variables used and exit the program | Functional |