15 RF

1. Making sure that all necessary variables created and initialized
2. Successful memory creation for the accumulator. In this project, we are creating an array pf 1000 places for each memory location
3. BasicML program must be loaded into the main memory starting at location 00
4. Display basic instructions about how to use the program to the user
5. Get a number word input from the user by prompting
6. Check if the number word contains at first digit a – or + sign and 4 digit number
7. If the user enters the word in incorrect format, have an exception function available to prompt the user again for correct formatting
8. After successful user number input, prompt the user to enter a BasicML instruction.
9. Check again if the instruction entered by the user is among the list of available instruction. If not, prompt the user again for correct instruction
10. While requesting data location for specific element, make sure that the location is not empty
11. Since we are using array as a memory container, we need an exception handler if the user enters a memory location less than 0 or greater than 1000.
12. Make sure to display all the necessary information to the user while running the program
13. Successful Halt command to end the program
14. Display final information to the user
15. Reset all the variables used and exit the program