GUI Design Document

This is our end goal for our GUI. Once we are completely done with the project we want it to look like this. We will be rolling out functionality as we go. For milestone 3 we hope to have the file picker working, the play button to run the code, as well as input and output displayed. We may change the console to be split up into two sections, one for input and one for output, so we will update the design as we go.

Functionality

In the top right corner we have a file icon that will let the user select what file to load into the program. Underneath that is a play button that will run the code once it is loaded. Underneath that we have a step arrow. This will allow the user to run the code one line at a time to help understand or debug the code. The registers will show information about the accumulator and the position counter, to further help understand the code. The Memory will show real time changes to the memory to see how the code is impacting it. Then the Console will output to the user, and allow them to input words into memory during execution.

