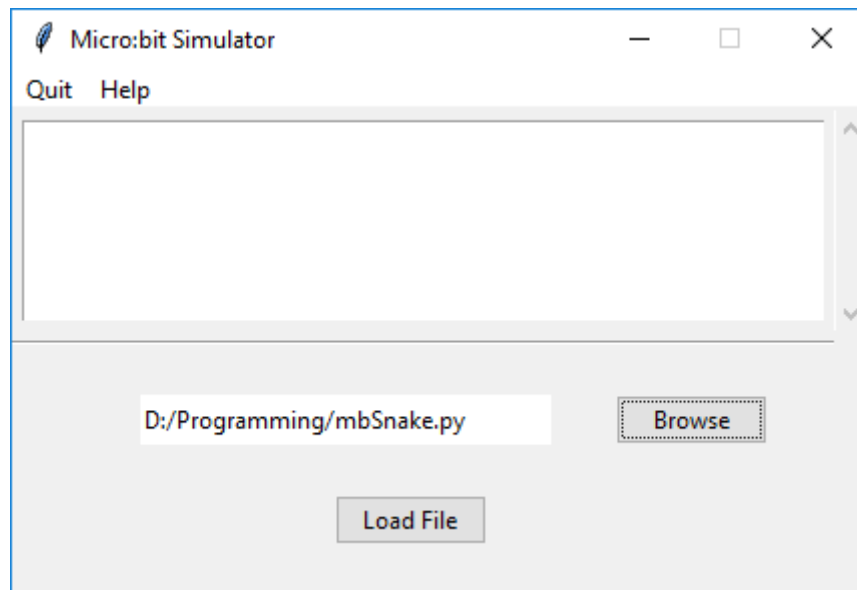
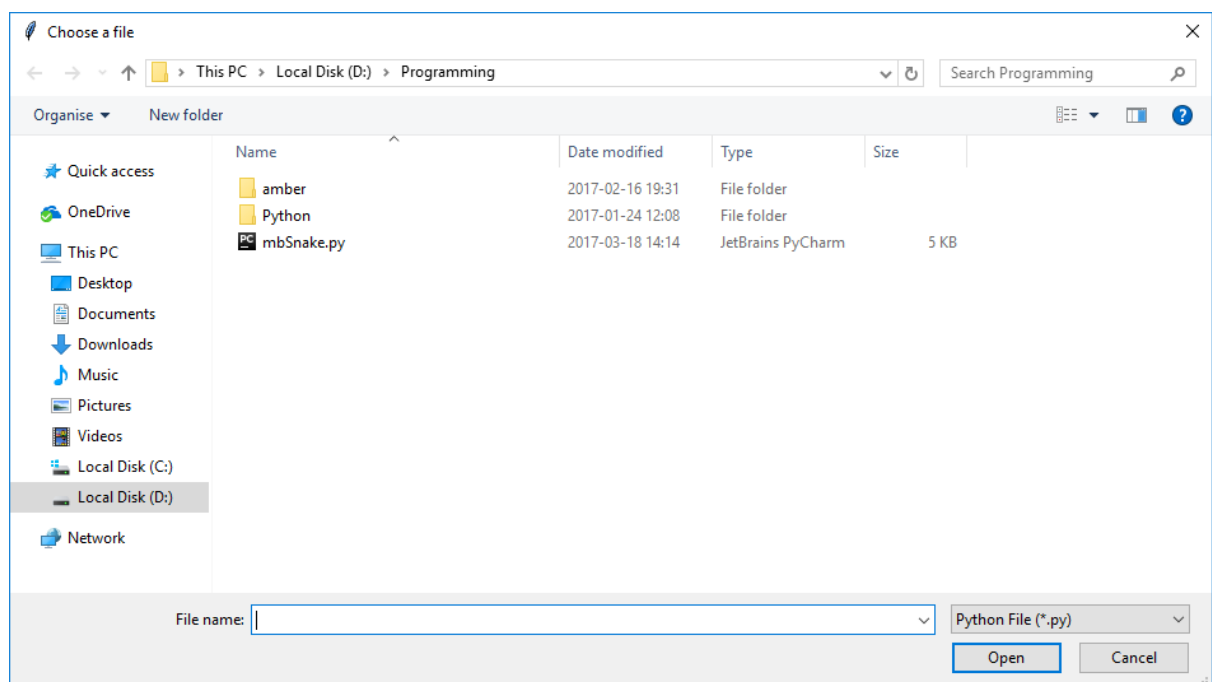


File Load GUI

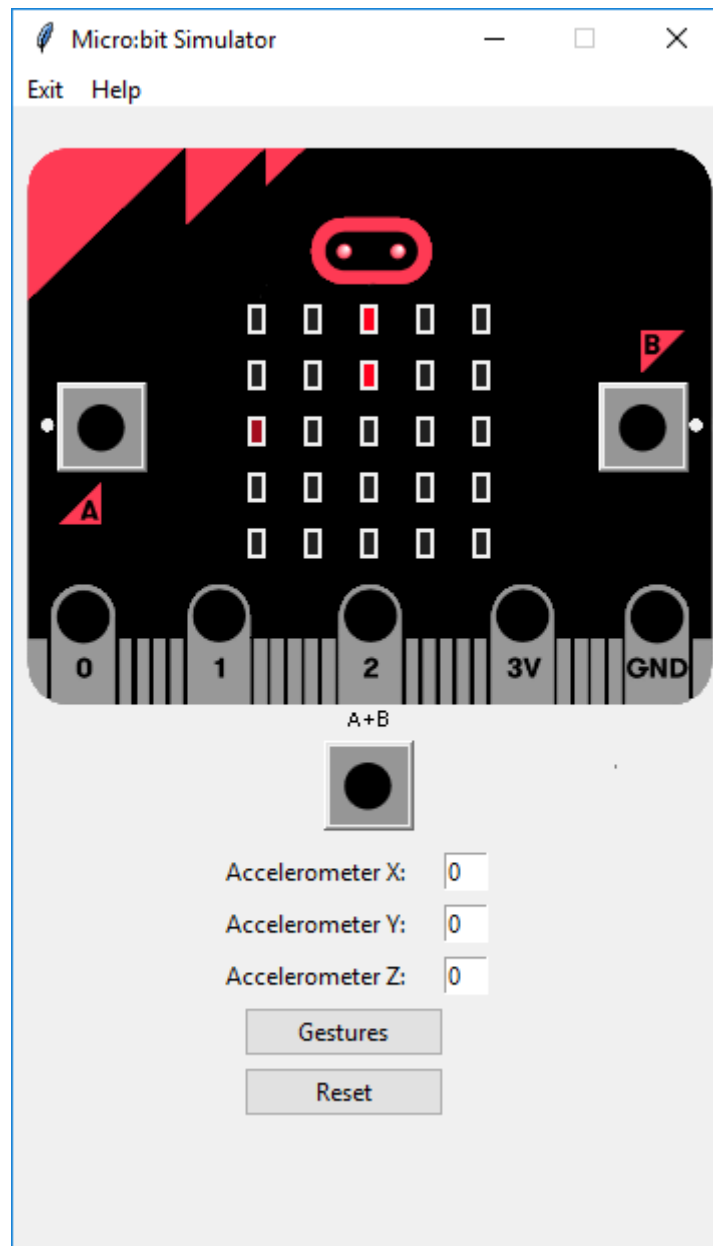


- Menu bar
 - Quit Button – The quit button exits the program causing any opened windows to close.
 - Help Button – The help button open this documentation.
- Output Window – The output window displays any errors that may have occurred when attempting to open a file. For example, if the file selected was not a python file the message 'Not a python file' appears.
- Browse Button – Opens the file browse dialogue which will look similar to this.



- File Path Label – Once a file has been selected the path to the file will be displayed in this label.
- Load File Button – This will load the file through the path that was selected, will display an error in the Output Window if there is not file selected. Ensure that the file is a valid Micro:bit python file as this simulator will not check this.

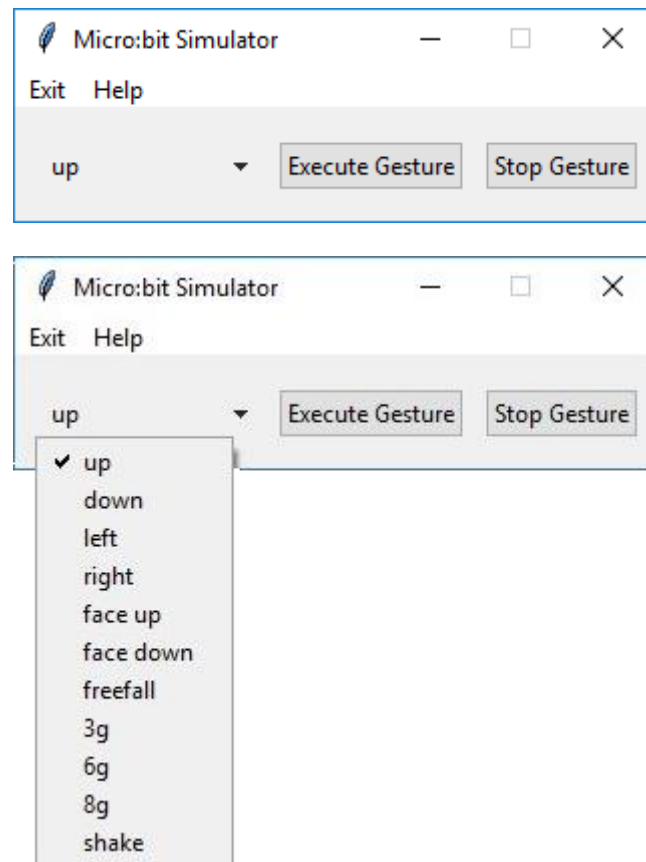
Simulator GUI



- Menu bar
 - Quit Button – The quit button exits the program causing any opened windows to close.
 - Help Button – The help button open this documentation.
- Micro:bit Buttons
 - Button A – This button simulates the A button being pressed on the Micro:bit.
 - Button B - This button simulates the B button being pressed on the Micro:bit.
 - Button Both - This button simulates both the A and B buttons being pressed at once on the Micro:bit.
- Micro:bit LED Matrix – 25 LEDs arranged in a 5x5 format, supports 10 levels of light from 0 to 9.

- Accelerometers – A set of three labels and entry widgets in which you can adjust what the values of the accelerometer is during runtime of the simulated Micro:bit.
- Gestures Button – This button opens the gesture window
- Reset Button – This button resets the simulation window

Gesture GUI



- Menu bar
 - Quit Button – The quit button exits the program causing any opened windows to close.
 - Help Button – The help button open this documentation.
- List of Gestures – Drop down list that contains all gestures in the simulator.
- Execute Gesture Button – This executes the gesture until such a time that the gesture is stopped or another is executed.
- Stop Gesture Button – This button stops the currently executing gesture.