List 2

| Functional/Non | Description |
|---|---|
| Functional | User-Friendly GUI |
| Non-Functional | Readme for new users |
| Functional | Non-Instruction commands while in editing mode |
| Non-Functional | Breakpoints |
| Functional | Better overall error handling |
| Non-Functional | Ability to compare expected program result with actual program result |
| Functional | Don't terminate program if user types invalid input during "Read" |
| Functional | Ask if user wants to close the Sim after execution |
| Non-Functional | Built-in samples/test cases |
| Functional | Clearly indicate what mode the user is in |
| Non-Functional | Assignments for user to complete |
| Non-Functional | Make it look pretty |
| Non-Functional | Keep log of programing attempts for instructor grading |
| Functional | Display Memory Dump when program finishes execution |

1. Keep it
2. Keep it, let it display whenever user wants
3. Keep it
4. Keep it
5. Yea
6. Keep it, if we go the direction of it being a teaching instrument
7. Yes, print message
8. Yes
9. Same as #6
10. Yes, but maybe better then right now?
11. Same as #6
12. If we have time
13. Same as #6
14. Keep