

GUI Wireframe

Milestone 4

- Main Page
- Accumulator box shows the value stored in the accumulator.
 - Execute button runs the program.

Location	Instruction	Data	Accumulator: 0
0	Add ✓	99 ^	<div>Execute</div> <div>Output</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
1	None ✓	-99 ^	
2	None ✓	0 ^	
3	None ✓	0 ^	
4	None ✓	0 ^	
5	None ✓	0 ^	
6	None ✓	0 ^	
7	None ✓	0 ^	
...			
99	None ✓	0 ^	

Input

-99 (no numbers) send

Save Load Theme

- Instructions can be chosen for each memory location using the dropdown menu.
- Data can be entered using the dropdown menu or Input box only when the program is expecting input. Data range is -99 to 99.

• The Location label displays memory locations 0-99. The row for each respective memory location displays the instruction that has been loaded in to that memory location as well as the data in that location. There is a slide bar to allow the user to scroll up or down in this window.

• Clicking the Save button opens the file explorer to allow the user to choose where they want to save their UVSIM file. This looks like:

Home	User Files
This PC	
OS	

file name: file name

Save as type: (*.uvsim) Save Cancel

GUI Wireframe

2

Milestone 4

- Clicking the Load button opens the file explorer to allow the user to select the file they would like to load into the UVSim program. This looks like:

Home	User files
This PC	
OS	
File name: <input type="text"/> <input checked="" type="checkbox"/> UVSim files (*.uvsim)	
<input type="button" value="Open"/> <input type="button" value="Cancel"/>	

- Clicking the Theme button opens a menu (seen below) that allows the user to configure the color scheme of the GUI.

Theme	
Background	<input checked="" type="checkbox"/>
Foreground	<input checked="" type="checkbox"/>
Border	<input checked="" type="checkbox"/>
Header	<input checked="" type="checkbox"/>
Text Box Background	<input checked="" type="checkbox"/>
Text Box Border	<input checked="" type="checkbox"/>
Button Background	<input checked="" type="checkbox"/>
Button Border	<input checked="" type="checkbox"/>
Code Space	<input checked="" type="checkbox"/>

- Popdown boxes show current color selection.

GUI Wireframe

3

Milestone 4

- Under the Instruction column on the Main page of UUSim, the user can click the dropdown menu for each memory location and select the desired operation, such as None, Read, Write, Load, Store, Add, Subtract, Divide, Multiply, Branch, Branch Neg, Branch Zero, or Halt.

Location	Instruction	Data
0	None <input checked="" type="checkbox"/>	0 ^
1	Read	0 ^
2	Write Load	0 ^ v
3	store	0 ^
4	Add	0 ^
5	Subtract	0 ^
6	Divide	0 ^ v
7	Multiply	0 ^ v
8	Branch Neg Branch zero	0 ^ v
9	Halt	0 ^ v

- All program output is displayed in the Output box on the main Page.