

BasicML

accumulator: NoneType, str

input memory: list pointer: int print

update callback: NoneType

add(address)

add words(word1, word2)

branch(address) branchneg(address) branchzero(address)

divide(address)

divide words(word1, word2) exec instruction(instruction code)

halt()

load(address)

loaddata(addr, data)

multiply(address)

multiply words(word1, word2)

notify update()

read(address)

run program()

set update callback(callback)

store(address)

subtract(address)

subtract words(word1, word2)

wrap around(word)

write(address)

ConsoleInputDisplay

console clearbutton: Button console frame: Frame console label: Label console text : ScrolledText input entry: Entry input entry button: Button input entry var: StringVar input frame: Frame input label: Label input received: bool mainwindow root

> clear console() gui input(prompt) gui output(output) handle enter(event) launch()