

# 1 Memory Section

Displays the contents of the VM's memory

Shows memory addresses and their corresponding values

Updated in real-time as the program runs

### 2 Status Section

Shows the current state of the VM

Displays the Accumulator value, which holds the result of arithmetic operations

Shows the Program Counter, indicating the address of the next instruction to be executed

### **3** Console Section

Provides input/output functionality for the VM

Displays program output and prompts for user input

#### 4 Control Buttons

Import File: Loads a program from a text file into the VM's memory

Run Program: Executes the loaded program from the beginning

Program Editor: Opens a separate window for editing the program

Save File: Saves the current program to a text file

## **5** Program Editor

Allows users to view and edit the program code directly

Provides a "Process" button to load the edited program into the VM

### 6 Tab System

Allows multiple VM instances to run simultaneously

Users can switch between different VMs using tabs