UVSim	File	Edit	Help	

Open File	Run	Stop

Program Instruction

Memory Display

Address	Value
01	0000
02	0000
03	0000
04	0000
05	0000
06	0000
...	...
...	...

Accumulator: [0000]

Program Counter: [0000]
Status: [Running/Stopped]

Status: Ready

Detailed Description

Menu Bar
- **File**: Options for "Open File" and "Exit".
- **Edit**: Placeholder for future editing functionalities.
- **Help**: Contains "About" information.

Toolbar
- **Open File**: Button to open a BasicML program file.
- **Run**: Button to start executing the loaded program.
- **Stop**: Button to halt the execution of the program.

Main Panel
- **Left Pane (Program Instructions)**
  ◦ A large text area to display the loaded BasicML program instructions.
- **Right Pane**
  ◦ **Memory Display**: A table or list view to display memory contents.
    ▪ Columns: Address, Value.
    ▪ Rows: Each row corresponds to a memory address and its value.
  ◦ **Accumulator**: A text field or label to show the current value of the accumulator.
  ◦ **Program Counter**: A text field or label to show the current value of the program counter.
  ◦ **Status**: A text field or label to show the current status of the simulator (e.g., Running, Stopped).

Status Bar
- A label at the bottom of the window to display general status messages.