

```
1  /*
2      Memory address register: either stores the
memory address
3      from which data will be fetched from the CPU, or
the address
4      to which data will be sent and stored
5  */
6  package simple_computer_simulation;
7
8  /**
9   *
10  * @author bhitt
11  */
12  public class MemoryAddressRegister {
13      //Properties
14      private Integer val;
15
16      //Default Constructor
17      MemoryAddressRegister() {
18          val = 0;
19      }
20
21      //Mutator
22      void set(Integer value) {
23          val=value;
24      }
25
26      //Accessor
27      Integer get() {
28          return val;
29      }
30
31  }
32
```

Printing C:\Users\bhitt\Desktop\Computer_Architecture\Simple_Computer_Simulation_3\src\simple_computer_simulation\MemoryAddressReg.

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