```
1 /*
       Instruction Register: holds the current
instruction code
 3 */
 4 package simple computer simulation;
 6 /**
 7 *
 8 * @author bhitt
 9 */
10 public class InstructionRegister {
       //Properties
11
       private Integer value;
12
      //Default Constructor
13
14
       InstructionRegister() {
15
           value=0;
16
17
      //Accessor
       Integer getVal(){
18
           return value;
19
20
21
      //Mutator
       void setVal(Integer val){
22
23
          value = val;
24
       }
25 }
26
```