```
1 /*
 2
       Register
 3
       -holds an integer value
 5 package simple computer simulation;
 7 /**
 8
 9 * @author bhitt
  * /
10
11 public class Register {
12
       //Properties
       private Integer val;
13
14
15
       //Default Constructor
       Register() {
16
17
           val = 0;
18
       }
19
20
       //Constructor
       Register(Integer value) {
2.1
22
           val = value;
2.3
       }
24
25
       //Mutator
26
       void setVal(Integer value) {
27
           val = value;
28
       }
29
30
       //Accessor
       Integer getVal(){
31
32
           return val;
33
       }
34
```

35 }

36