```
 \verb|Printing C: \Users \| \verb|bhitt \| \verb|Desktop \| Computer_Architecture \| Simple\_Computer\_Simulation\_3 \| src \| simple\_computer\_simulation \| Memory Address Reg. \| Simple\_computer\_simulation \| Memory Address Reg. \| Simple\_computer\_simulation \| Memory Address Reg. \| Simple\_computer\_simulation \| Si
      1 /*
      2.
                                  Memory address register: either stores the
memory address
                                  from which data will be fetched from the CPU, or
the address
                              to which data will be sent and stored
     6 package simple computer simulation;
      7
     8 /**
 10 * @author bhitt
 11 */
12 public class MemoryAddressRegister {
                               //Properties
 13
                                  private Integer val;
 14
 15
 16
                                 //Default Constructor
                                  MemoryAddressRegister() {
 17
 18
                                                      val = 0;
19
                                   }
 20
 2.1
                                  //Mutator
 22
                                  void set(Integer value) {
 23
                                                      val=value;
 24
                                   }
25
 26
                                  //Accessor
 27
                                   Integer get() {
 28
                                                       return val;
 29
                                    }
30
 31 }
 32
```

 $\label{thm:computer_architecture} \label{thm:computer_simulation_3srcsimple_computer_simulation} \label{thm:computer_simulation_simple_computer_simulation} \label{thm:computer_simulation} \label{thm:computer_simulation_simple} \label{thm:computer_simulation_simple} \label{thm:computer_simulation_simple} \label{thm:computer_simulation} \label{thm:computer_simulation_simple} \label{thm:computer_simple} \label{thm:computer_simple}$

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