```
 1  /*
 2      Memory Data Register: register of the computer's
 3      control unit that contains the data to be stored
 4      in the computer storage, OR the data after a
fetch
 5      from computer storage.
 6  */
 7  package simple_computer_simulation;
 8
 9
10  /**
11   *
12   * @author bhitt
13   */
14  public class MemoryDataRegister {
15      //Properties
16      private Integer val;
17
18      //Default Constructor
19      MemoryDataRegister(){
20          val=0;
21      }
22
23      //Mutator
24      void set(Integer value){
25          val = value;
26      }
27
28      //Accessor
29      Integer get(){
30          return val;
31      }
32
33
```

```
34  }
35
```