

```
1  /*
2      Reader
3      -reads an integer from the keyboard and stores
4      it in its buffer. Precedes the actual read by
5      sending
6      a "*" character as a prompt.
7  */
8
9  package simple_computer_simulation;
10
11  import java.util.Scanner;
12
13  /**
14   * @author bhitt
15   */
16  public class Reader {
17      //Properties
18      private Integer buffer;
19
20      //Default Constructor
21      Reader() {
22          buffer = 0;
23      }
24
25      //Constructor
26      Reader(Integer buff) {
27          buffer = buff;
28      }
29
30      //Accessor
31      Integer getOutput() {
32          return buffer;
33      }
34
35      //Mutator
```

Printing C:\Users\bhitt\Desktop\Computer_Architecture\Simple_Computer_Simulation_3\src\simple_computer_simulation\Reader.java at 1:

```
34     void setBuffer() {
35         //Prompt for input
36         System.out.print("* ");
37         //grab input
38         Scanner input = new Scanner(System.in);
39         buffer = input.nextInt();
40     }
41 }
42
```