

```
1  #include "Input.h"
2
3  // Constructor
4  Input::Input(string inTag, Wire* input)
5  {
6      connect = input;
7      tag = inTag;
8  }
9
10 // Tag accessor
11 string Input::getTag()
12 {
13     return tag;
14 }
15
16 // Wire accessor
17 Wire* Input::getWire()
18 {
19     return connect;
20 }
```