

```

//Set up the Write
public boolean write( short address, short value ) {
    short tag = (short) ( (address & 0xF00) >>> 8 );
    short slot = (short) ( (address & 0x0F0) >>> 4 );
    short offset = (short) (address & 0x00F);

    if( tag == this.node[slot].getTag() ) {

        if( this.node[slot].getValid() ) {

            this.node[slot].setData(offset, value);
            System.out.printf( "The value %x has been written to address %x (Cache Hit)\n",
                this.node[slot].getData(offset), address );
            return true;

        } else {

            this.data(address);
            this.node[slot].setData(offset, value);
            System.out.printf( "The value %x has been written to address %x (Cache Miss)\n",
                this.node[slot].getData(offset), address );
            return true;

        }

    } else {

        this.data(address);
        this.node[slot].setData(offset, value);
        System.out.printf( "The value %X has been written to address %X (Cache Miss)\n",
            this.node[slot].getData(offset), address );
        return true;

    }

}

public void display() {
    System.out.println( "Slot Valid Tag      Data" );
    for( byte b = 0; b < SIZE; b++ ) {
        this.node[b].printCache();
    }
    System.out.println();
}

public short getData(short data) {
    return this.data[data];
}

public void setData(short data, short count) {
    this.data[data] = count;
}

public boolean getValid() {
    return this.valid;
}

public void setValid(boolean valid) {
    this.valid = valid;
}

public void setTag(short tag) {
    this.tag = tag;
}

public short getTag() {
    return this.tag;
}

}
}

```