1 **public** **class** Buffer

2 {

3 **private** **int** sharedData;

4

5 **public** Buffer()

6 {

7

8 }

9

10 **public** **void** setData(**int** dataItem)

11 {

12 sharedData = dataItem;

13 }

14

15 public **int** getData()

16 {

17 **return** sharedData;

18 }

19 }

**Figure 14.9 The class Buffer.**