

Register

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Register, also known as a processor register or a [Central Processing Unit \(CPU\)](#) Register, is one of a small set of data holding places that are part of the computer processor.

Registers typically contain an instruction for the [Instruction Set](#), a storage address, or any kind of data (such as a bit sequence representing numeric values or individual characters). Some instructions specify Registers as part of the instruction. For example, an instruction may specify that the contents of two defined Registers be added together and then placed in a specified register.

A register must be large enough to hold an instruction - for example, in a [64-Bit](#) computer, a register must be 64 bits in length. In some computer designs, there are smaller registers - for example, half-registers - for shorter instructions. Depending on the processor design and language rules, registers may be numbered or have arbitrary names.

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