AN ACCESSOR METHOD REPORTS THE STATE OF AN OBJECT WITHOUT CHANGING IT, WHILE A MUTATOR CHANGES THE OBJECT STATE.

a) THE STATE OF AN OBJECT IS CONTAINED IN FIELDS, DECLARED AT THE START OF A CLASS.

```
class Foo
{
    private int Bar;          ← "Bar" IS A
                                  FIELD
```

b) LOCAL VARIABLES HAVE VALUES THAT PERSIST ONLY DURING THE EXECUTION OF A METHOD, SO DO NOT CONTRIBUTE TO OBJECT STATE

```
public void Wibble()
{
    int Wobble;      ←  IS A LOCAL VARIABLE
```

c) METHOD PARAMETERS ARE USED TO CONVEY NEW STATE INFORMATION TO A MUTATOR METHOD

```
public void mutateMe (boolean Now)   ← parameter
    if (Now) { Bar = 99; }
```

d) ACCESSOR METHODS REPORT OBJECT STATE VIA A RETURN VALUE FROM THE METHOD

```
public int accessMe()
{
    return Bar;
}
```

e) ACCESSOR & MUTATOR METHODS MUST BE DECLARED PUBLIC IN ORDER TO ALLOW EXTERNAL ACCESS TO THE OBJECT, FIELDS ARE NORMALLY DECLARED PRIVATE IN ORDER TO RESTRICT ACCESS TO THOSE METHODS ONLY (AS IN ALL FOUR EXAMPLES ABOVE)