

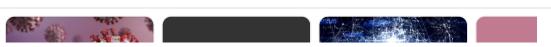
In computer programming, an accessor method is a method that fetches private data that is stored within an object. While a mutator, in the context of C#, is a method, with a public level of accessibility, used to modify and control the value of a private member variable of a class.

Thanks for A2A!

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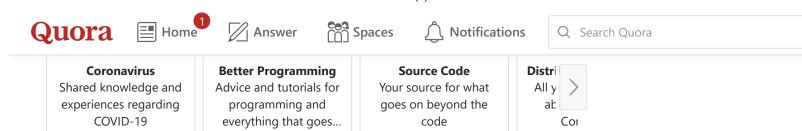
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