**NAME: AKANSHA SHETTY USN: 22BTRAD002 COURSE: AI/DE SECTION: A**

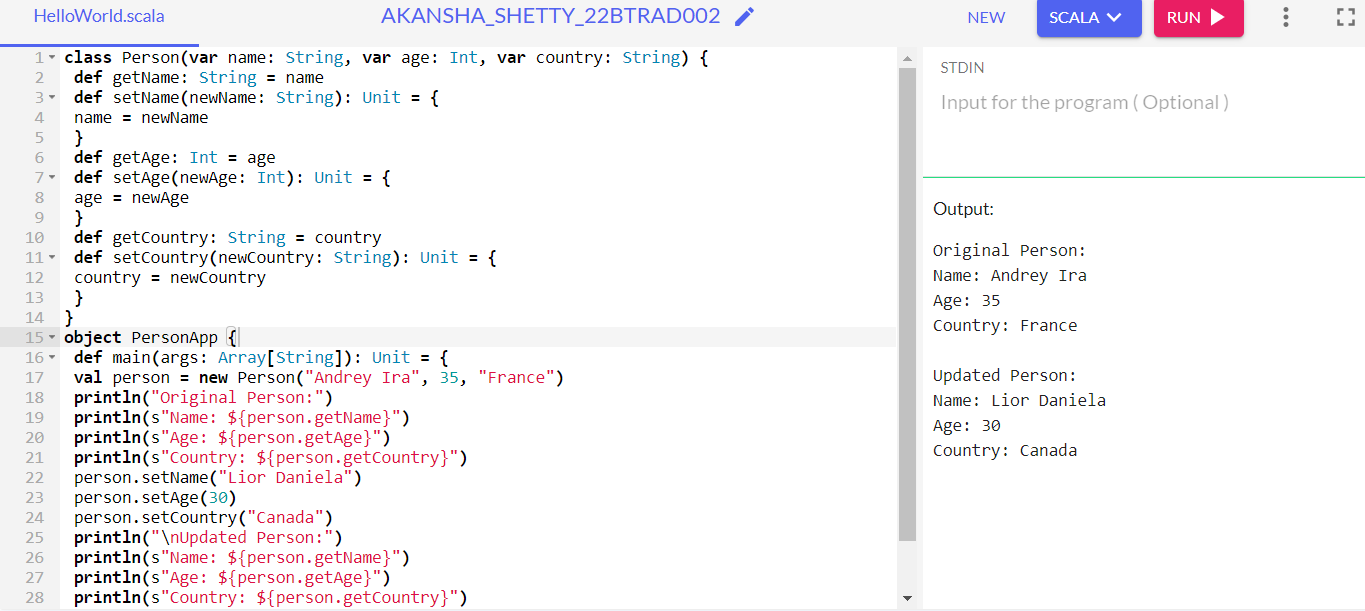
**DATE: 13/09/2023**

**GITHUB:** https://github.com/Akansha-S1/SCALA\_PROGRAMMING

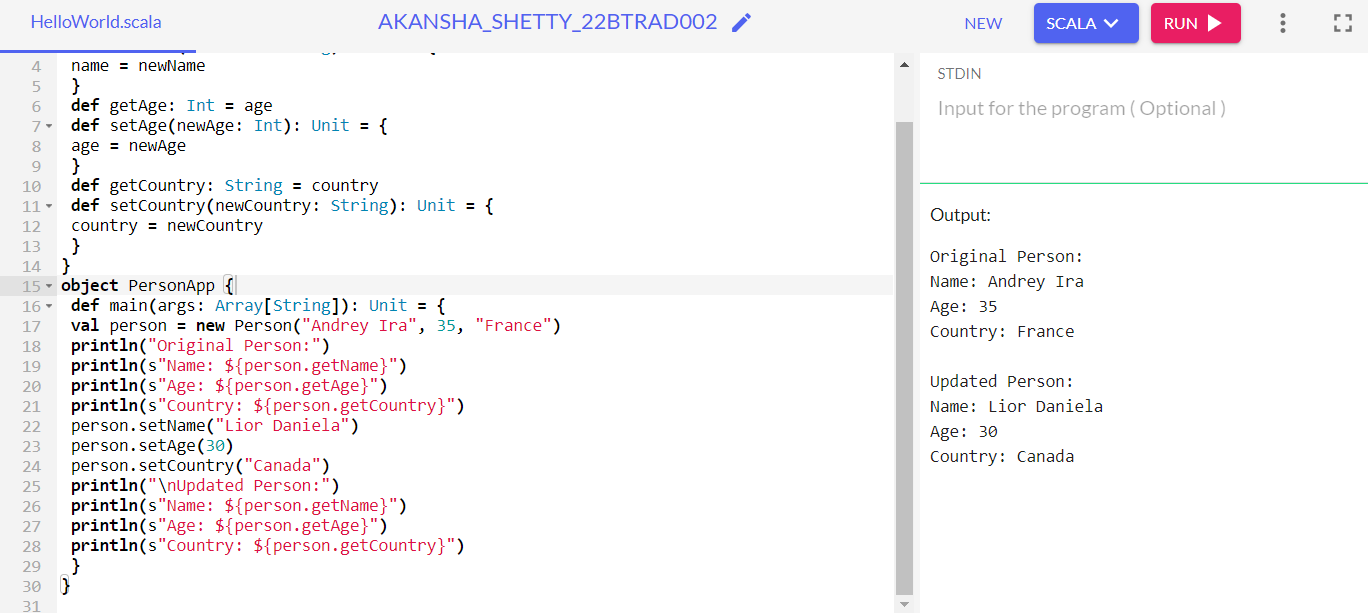
**Problem statement : 11: Write a Scala program that creates a class called Person with properties like name, age and country. Implement methods to get and set properties.**

**(Object oriented programming)**

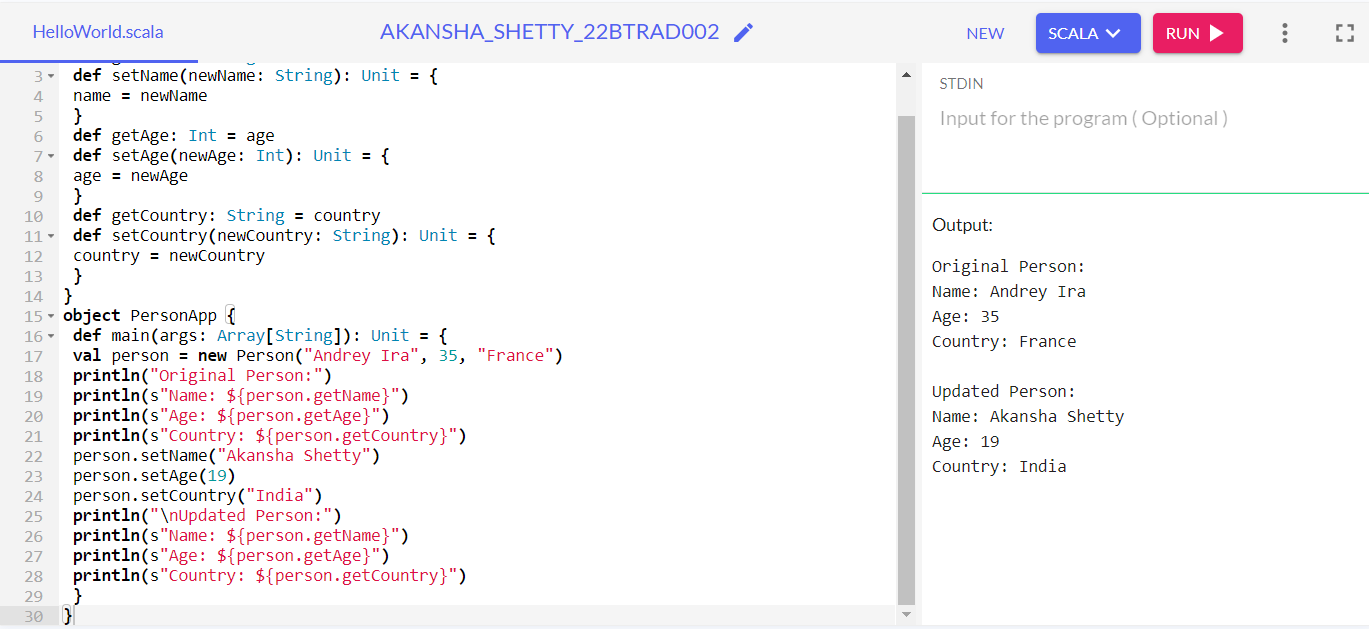
**TEST CASE 1:** Use given data:



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**TEST CASE 2:** Update with your own data:



**Explanation:**

* We are demonstrating how to use the getter and setter method
* First create a ‘person’ class with initial values.
* The class has attributes such as ‘name’, ‘age’ and ‘country’.
* Getter methods (getName, getAge, getCountry) are used to retrieve the current values of the attributes.
* Setter methods (setName, setAge, setCountry) have been used to update the original values.
* The PersonApp object contains the main method, which serves as the entry point for the application.
* Then an instance is created with initial values ("Andrey Ira" for name, 35 for age, and "France" for country).
* The program then prints the original values of the Person instance using the getter methods.
* Next, the setter methods are used to update the Person's attributes to "Lior Daniela" for name, 30 for age, and "Canada" for country.
* Finally, the updated values of the Person instance are printed.