Accessor,Mutator

```
public class Dog {
    private String name;
    private int age;

    // Constructor
    public Dog(String name, int age) {
        this.name = name;
        this.age = age;
    }

    // Getter for name
    public String getName() {
        return name;
    }
    // Setter for name
    public void setName(String name) {
        this.name = name;
    }
    // Getter for age
    public int getAge() {
        return age;
    }
    // Setter for age
    public void setAge(int age) {
        if (age > 0) { // Validation
```

```
            this.age = age;
        } else {
            System.out.println("Age must be positive.");
        }
    }
}

public class Main {
    public static void main(String[] args) {
        Dog myDog = new Dog("Buddy", 5);

        // Display the initial name of the dog
        System.out.println("My dog's name is: " + myDog.getName());

        // Change the dog's name using the setter
        myDog.setName("Max");
        System.out.println("My dog's new name is: " + myDog.getName());

        // Set the dog's age using the setter
        myDog.setAge(6);
        System.out.println("My dog's new age is: " + myDog.getAge());

        // Attempt to set an invalid age
        myDog.setAge(-1); // This will trigger validation logic in the setter
    }
}
```

OUTPUT→My dog's name is: Buddy /My dog's new name is: Max/My dog's new age is: 6

Age must be positive.