src\getter_setter.ts

```ts
//* **********************
//* GETTER & SETTER
//* **********************

//? In TypeScript classes, you can use getter and setter methods to control the access and modification of class properties. Getter methods allow you to retrieve the value of a property, while setter methods allow you to set the value of a property with additional logic or validation.

//TODO The get method doesn't take any parameters, and the set method takes only one parameter.

class Persons {
  private _age: number | undefined;
  constructor(public name: string, protected hobbies: string[]) {}

  public set age(age: number) {
    if (age > 150 || age < 0) {
      throw new Error("age is not valid");
    }
    this._age = age;
  }

  public get age() {
    if (this._age === undefined) {
      throw new Error("age is not defined");
    }
    return this._age;
  }

  introduceParent(): string {
    return `Hi, I'm ${this.name} and I'm
    ${this._age} years old. I love ${this.hobbies.join(",")}.`;
  }
}

const persons1: Persons = new Persons("vinod", ["reading", "painting"]);

// persons1.age(512);
persons1.age = 12;

console.log(persons1.introduceParent());
console.log(persons1.age);

//* PRACTICE TIME
//? Q1: Bank Account Balance
// Create a TypeScript class BankAccount with a private property _balance initialized to 0.
// Implement a getter method balance that returns the current balance.
// Implement a setter method balance that updates the balance if the new value is non-negative. Otherwise, log an error message.
// Instantiate an object of the BankAccount class.
// Use the setter to set the balance to 1000 and use the getter to display the updated balance.
```

```
// Try setting a negative balance using the setter. What output do you expect?

//? Q2: Temperature Converter
// Define a TypeScript class Temperature with a private property _celsius set to 0.
// Implement a getter method celsius that returns the temperature in Celsius.
// Implement a setter method celsius that sets the temperature in Celsius.
// Implement a getter method fahrenheit that converts Celsius to Fahrenheit using the formula (C * 9/5) + 32.
// Implement a setter method fahrenheit that converts Fahrenheit to Celsius using the formula (F - 32) * 5/9.
// Create an instance of the Temperature class.
// Use the setter to set the temperature in Celsius to 25 and then use the getter for Fahrenheit. What Fahrenheit value do you expect?
// Use the setter to set the temperature in Fahrenheit to 98.6 and then use the getter for Celsius. What Celsius value do you expect?

```