# Setter Methods

Setter methods, also known as mutator methods, merely set the value of a field to a value specified by the argument to the method. These methods almost always return void.

One common idiom in setter methods is to use this.*name* to refer to the field and give the argument the same name as the field. For example,

class Car {  
  
 String licensePlate; // e.g. "New York A456 324"  
 double speed; // kilometers per hour  
 double maxSpeed; // kilometers per hour  
   
 // setter method for the license plate property  
 void setLicensePlate(String licensePlate) {  
 this.licensePlate = licensePlate;  
 }  
  
 // setter method for the maxSpeed property  
 void setMaximumSpeed(double maxSpeed) {  
 if (maxSpeed > 0) this.maxSpeed = maxSpeed;  
 else this.maxSpeed = 0.0;  
 }  
  
 // accelerate to maximum speed  
 // put the pedal to the metal  
 void floorIt() {  
 this.speed = this.maxSpeed;   
 }  
   
 void accelerate(double deltaV) {  
  
 this.speed = this.speed + deltaV;  
 if (this.speed > this.maxSpeed) {  
 this.speed = this.maxSpeed;   
 }  
 if (this.speed < 0.0) {  
 this.speed = 0.0;   
 }   
   
 }  
   
}

[Previous](http://docs.google.com/13.html) | [Next](http://docs.google.com/15.html) | [Top](http://docs.google.com/index.html) | [Cafe au Lait](http://www.cafeaulait.org/)

Copyright 1998, 1999 Elliotte Rusty Harold

[elharo@metalab.unc.edu](mailto:elharo@metalab.unc.edu)

Last Modified October 1, 1999