

# Accessor & Mutator Methods

Java  
Mr. Poole

# Accessor & Mutator Methods

Accessor Method: also called **get methods** or **getters**, allow a way to get the value of each instance variable from outside of the class

Mutator Method: also called **setter methods**, are used to control changes to a variable. They are also widely known as setter methods.

These methods help with **scope**! These methods change how to access your classes and what variables should be accessed/changed.

# Accessor Method

```
public class MrPoole{  
    String name;  
  
    public String getName(){  
        return name;  
    }  
}
```

As seen before, this is a  
Accessor Method.

It accesses a private  
variable using a method  
and returns it to the  
outside class.

# Mutator Method

```
public class MrPoole{  
    String name;  
  
    public void setName(String a){  
        name = a;  
    }  
}
```

This is a mutator method.

It changes name.

Name can be changed by the outside class.

## Both Methods

```
public class MrPoole{  
    String name;  
  
    public void setName(String a){  
        name = a;  
    }  
    public String getName(){  
        return name;  
    }  
}
```

In combination,  
we can **set** the and **get** the  
name of a private variable in  
the MrPoole class.

# Lab - Class Methods

**COPY your last lab into this lab folder!**

1. Create accessor & mutator methods for all variables
  - a. Get Owner
  - b. Set Owner
  - c. Get Balance
  - d. Close Account
    - i. This should close an account
  - e. Is Active
  - f. Deposit Money
    - i. Should only withdraw on an active account
  - g. Withdraw Money
    - i. Should only withdraw if the account is active and enough money exists!

# Lab - Class Methods

## **Starter.java**

Don't change this file! I built it and your bank account class should work with it! Check the labOutput to see what to expect!