

# SCALA PROGRAMMING

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

**Code:**

```
class Person(var name: String, var age: Int, var country: String) {  
  def getName: String = name  
  def setName(newName: String): Unit = {  
    name = newName  
  }  
  def getAge: Int = age  
  def setAge(newAge: Int): Unit = {  
    age = newAge  
  }  
  def getCountry: String = country  
  def setCountry(newCountry: String): Unit = {  
    country = newCountry  
  }  
}  
  
object PersonApp {  
  def main(args: Array[String]): Unit = {  
    val person = new Person("Andrey Ira", 35, "France")  
    println("Original Person:")  
    println(s"Name: ${person.getName}")  
    println(s"Age: ${person.getAge}")  
    println(s"Country: ${person.getCountry}")  
    person.setName("Kowstubha")  
    person.setAge(18)  
    person.setCountry("India")  
  }  
}
```

```

println("\nUpdated Person:")
println(s"Name: ${person.getName}")
println(s"Age: ${person.getAge}")
println(s"Country: ${person.getCountry}")
}
}

```

### **Output:**

Output:

Original Person:  
 Name: Andrey Ira  
 Age: 35  
 Country: France

Updated Person:  
 Name: Kowstubha  
 Age: 18  
 Country: India

### **Screenshot:**

The screenshot shows a Scala IDE with a code editor on the left and a console on the right. The code defines a `Person` class with `name`, `age`, and `country` attributes and corresponding `get` and `set` methods. A `PersonApp` object contains a `main` method that creates a `Person` instance, prints its details, updates its name, age, and country, and prints the updated details. The console output on the right matches the expected output shown in the previous blocks.

```

1 class Person(var name: String, var age: Int, var country: String) {
2   def getName: String = name
3   def setName(newName: String): Unit = {
4     name = newName
5   }
6   def getAge: Int = age
7   def setAge(newAge: Int): Unit = {
8     age = newAge
9   }
10  def getCountry: String = country
11  def setCountry(newCountry: String): Unit = {
12    country = newCountry
13  }
14 }
15 object PersonApp {
16   def main(args: Array[String]): Unit = {
17     val person = new Person("Andrey Ira", 35, "France")
18     println("Original Person:")
19     println(s"Name: ${person.getName}")
20     println(s"Age: ${person.getAge}")
21     println(s"Country: ${person.getCountry}")
22     person.setName("Kowstubha")
23     person.setAge(18)
24     person.setCountry("India")
25     println("\nUpdated Person:")
26     println(s"Name: ${person.getName}")
27     println(s"Age: ${person.getAge}")
28     println(s"Country: ${person.getCountry}")

```

STDIN

Input for the program ( Optional )

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Output:

Original Person:  
 Name: Andrey Ira  
 Age: 35  
 Country: France

Updated Person:  
 Name: Kowstubha  
 Age: 18  
 Country: India