

Dart – Getters and Setters

Getters and **Setters**, also called accessors and mutators, allow the program to initialize and retrieve the values of class fields respectively.

- Getters or accessors are defined using the `get` keyword.
- Setters or mutators are defined using the `set` keyword.

A default **getter/setter** is associated with every class. However, the default ones can be overridden by explicitly defining a setter/ getter. A getter has no parameters and returns a value, and the setter has one parameter and does not return a value.

Syntax:Defining a getter

```
Return_type  get identifier
{
    // statements
}
```

Syntax:Defining a setter

```
set identifier
{
    // statements
}
```