SCALA PROGRAMMING

NAME- SOHAN SAHA
USN- 22BTRAD029

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

```scala
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("Sohan Saha", 20, "India")
    println("Original Person:")
    println(s"Name: ${person.getName}")
    println(s"Age: ${person.getAge}")
    println(s"Country: ${person.getCountry}")
    person.setName("Shaan")
    person.setAge(21)
    person.setCountry("USA")
    println("\nUpdated Person:")
    println(s"Name: ${person.getName}")
    println(s"Age: ${person.getAge}")
    println(s"Country: ${person.getCountry}")
  }
}
```

STDIN

Input for the program (Optional)

Output:

Original Person:
Name: Sohan Saha
Age: 20
Country: India

Updated Person:
Name: Shaan
Age: 21
Country: USA