

NAME – TAPABRATA BANERJEE

USN- 22BTRAD030

## **SCALA PROGRAMMING**

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

```
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("Tapabrata Banerjee", 20, "India")  
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("Osama bin Laden")  
23     person.setAge(54)  
24     person.setCountry("PAKISTAN")  
25     println("\nUpdated Person:")  
26     println(s"Name: ${person.getName}")  
27     println(s"Age: ${person.getAge}")  
28     println(s"Country: ${person.getCountry}")  
29   }  
30 }  
31
```

STDIN

| Input for the program ( Optional )

Output:

Original Person:

Name: Tapabrata Banerjee

Age: 20

Country: India

Updated Person:

Name: Osama bin Laden

Age: 54

Country: PAKISTAN