

SCALA PROGRAMMING

LAB WORK 3

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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

```
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   def getAge: Int = age  
6   def setAge(newAge: Int): Unit = {  
7     age = newAge }  
8   def getCountry: String = country  
9   def setCountry(newCountry: String): Unit = {  
10    country = newCountry }  
11 }  
12 object PersonApp {  
13   def main(args: Array[String]): Unit = {  
14     val person = new Person("Arjun Unnikrishnan", 18, "India")  
15     println("Original Person:")  
16     println(s"Name: ${person.getName}")  
17     println(s"Age: ${person.getAge}")  
18     println(s"Country: ${person.getCountry}")  
19     person.setName("Lionel Messi")  
20     person.setAge(36)  
21     person.setCountry("Argentina")  
22     println("\nUpdated Person:")  
23     println(s"Name: ${person.getName}")  
24     println(s"Age: ${person.getAge}")  
25     println(s"Country: ${person.getCountry}")  
26   }  
27 }
```

Output

Output:

```
Original Person:  
Name: Arjun Unnikrishnan  
Age: 18  
Country: India
```

```
Updated Person:  
Name: Lionel Messi  
Age: 36  
Country: Argentina
```

GitHub Link: <https://github.com/arj1-1n/Scala>