

Get and Set

```
JS script.js x
1  class Person {
2
3      constructor(name){
4          this._name = name;
5      }
6
7      get name(){
8          return `Mr ` + this._name;
9      }
10
11     set name(value){
12         if(value > 2){
13             this.name = value;
14         }else{
15             console.log('Prenom trop court');
16         }
17     }
18 }
19
20 let matt = new Person("Matt");
21
22 console.log(matt.name);
23
24 matt.name = "ma";
25
26 console.log(matt.name);
27
```



Mr Matt	script.js:22
Prenom trop court	script.js:15
Mr Matt	script.js:26

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