



```
actor Person
    private var first_name: String = "";
    func set_first_name (new_first: String)
        first name = new first;
    func get_first_name() -> String
        return first name
```

```
var p = Person();
await p.set_first_name (new_first: "Dave")
print (await p.get_first_name())
```



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   private var first_name: String = "";
    func set_first_name (new_first: String)
       first_name = new_first;
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```
var p = Person();
await p.set_first_name (new_first: "Dave")
print (await p.get_first_name())
```





```
class person
public:
    person() = default;
    std::string get_first_name() const
        return first_name;
   void set_first_name (std::string_view new_first)
        first_name = new_first;
   // Repeat for last_name
private:
    std::string first_name, last_name;
```