

32. Write a Java program to create a class called Person with private instance variables name, age, and country. Provide public getter and setter methods to access and modify these variables.

Name: Arthfael Viktorija, Age: 25, Country: US

```
class Person {
    private String name;
    private int age;
    private String country;

    public String getName() {
        return name;
    }
    public void setName(String name) {
        this.name = name;
    }
    public int getAge() {
        return age;
    }
    public void setAge(int age) {
        this.age = age;
    }
    public String getCountry() {
        return country;
    }
    public void setCountry(String country) {
        this.country = country;
    }
}

public class Main {
    public static void main(String[] args) {

        Person person = new Person();

        person.setName("Arthfael Viktorija");
        person.setAge(25);
        person.setCountry("USA");

        String name = person.getName();
        int age = person.getAge();
        String country = person.getCountry();

        System.out.println("Name: " + name);
        System.out.println("Age: " + age);
        System.out.println("Country: " + country);
    }
}
```

