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);

}

}