

Shouldn't use

Encapsulation Violation: accessors methods expose the internal State of an object Break encapsulation Shouldn't use when focus on what object does rather than data it holds.

Immutable Object objects that should not change after creation then setter methods are unnecessary.

Maintenance: Create getter /setter for every private variables in class can result longer code

Should use

Control Access: when need to control the value of a variable, only allow to get, modify value in some specific conditions
Ex: Validating input before assigning to variable

Persistence: when need to convert some objects attributes to desired format for further processing