

Scala Programing

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Write a Scala program that creates a class called Person with properties like name, age and country. Implement methods to get and set properties.

Code:

```
class Person(var name: String, var age: Int, var country: String, var language: String) {
  def getName: String = name
  def setName(newName: String): Unit = {
    name = newName
  }
  def getAge: Int = age
  def setAge(newAge: Int): Unit = {
    age = newAge
  }
  def getCountry: String = country
  def setCountry(newCountry: String): Unit = {
    country = newCountry
  }
  def getLanguage: String = language
  def setLanguage(newLanguage: String): Unit = {
    language = newLanguage
  }
}

object PersonApp {
  def main(args: Array[String]): Unit = {
    val person = new Person("Kira",20,"Italy","Italian")
    println("Original Person:")
    println(s"Name: ${person.getName}")
    println(s"Age: ${person.getAge}")
    println(s"Country: ${person.getCountry}")
    println(s"Language: ${person.getLanguage}")
    person.setName("Hitha Choudhary")
    person.setAge(19)
    person.setCountry("India")
    person.setLanguage("Telugu")
  }
}
```

```
println("\nUpdated Person:")
println(s"Name: ${person.getName}")
println(s"Age: ${person.getAge}")
println(s"Country: ${person.getCountry}")
println(s"Language: ${person.getLanguage}")
}
}
```

Output:

Output:

Original Person:

Name: Kira

Age: 20

Country: Italy

Updated Person:

Name: Hitha Choudhary

Age: 19

Country: India