

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

Language: Italian

Updated Person:

Name: Hitha Choudhary

Age: 19

Country: India

Language: Telugu