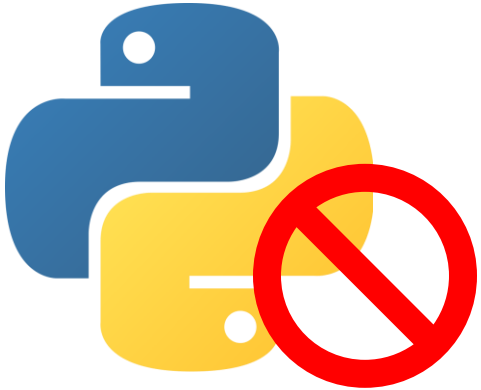
Lecture

# Properties

Properties

# Getters + Setters



Properties

# Attributes + Getters + Setters

# Properties

```
class Dog:
    def __init__(self, age):
        self.age = age
```

# Properties

my_obj.age = <value>

my_obj.age

my_obj.age

```
class Dog:
    def __init__(self, age):
        self.age = age
```

my_obj.age = <value>

my_obj.age

my_obj.age = <value>

## Properties

# Validate the age

# Protected + Getters + Setters

# Properties

```
class Dog:
    def __init__(self, age):
        self._age = age

    def get_age(self):
        return self._age

    def set_age(self, age):
        if isinstance(age, int) and 0 < age < 30:
            self._age = age
        else:
            print("Please enter a valid age")
```

my_obj.age

my_obj.age = <value>

my_obj.age

my_obj.age = <value>

my_obj.age

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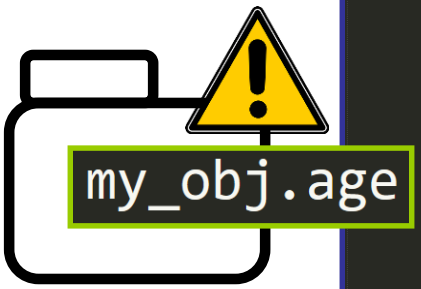


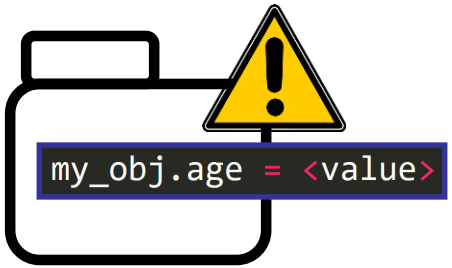


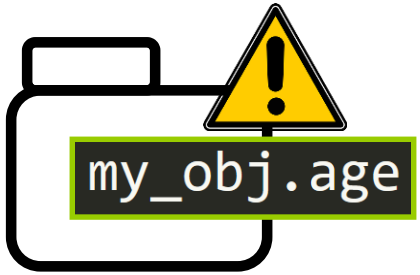


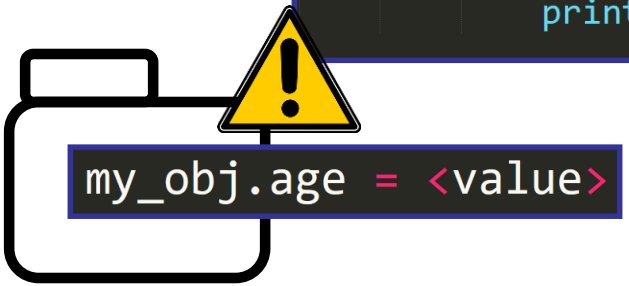


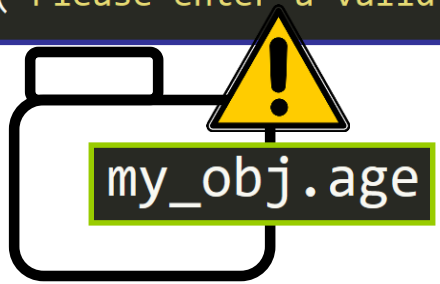


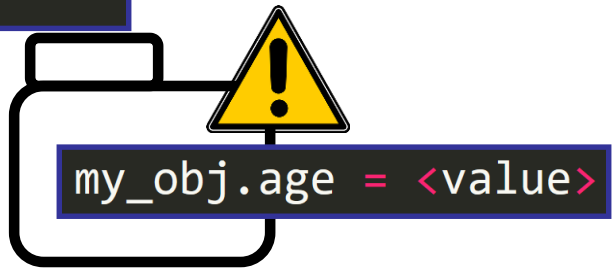

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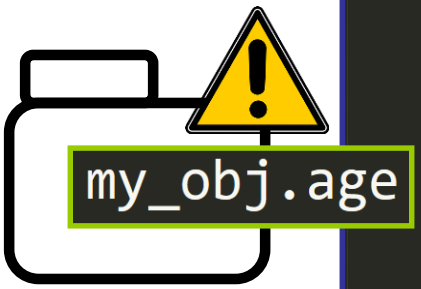


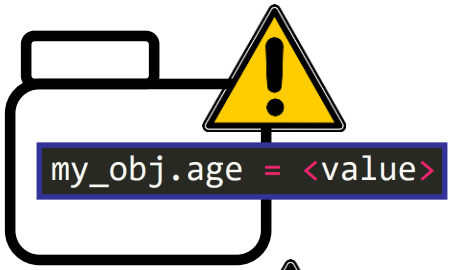



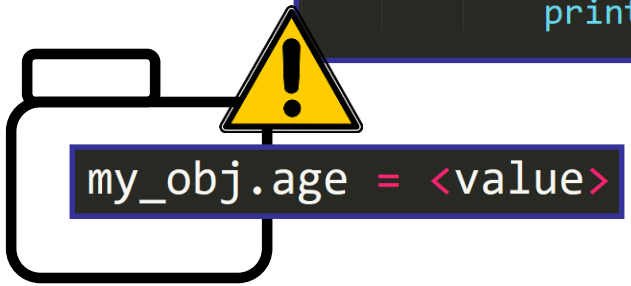


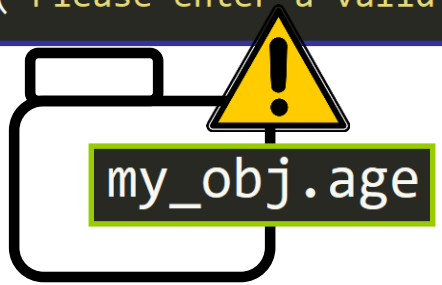


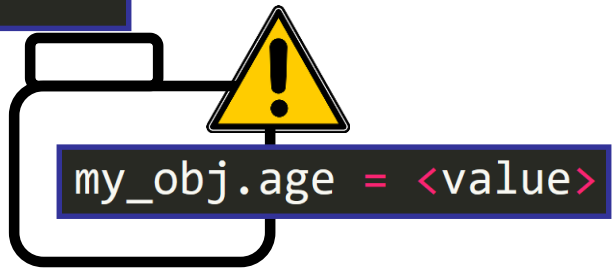

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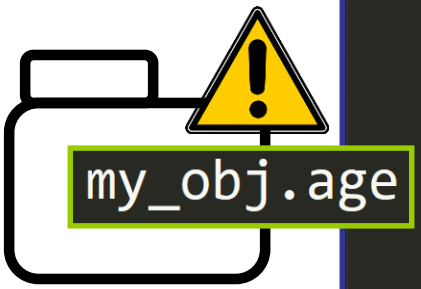


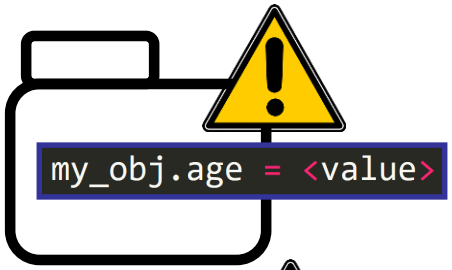



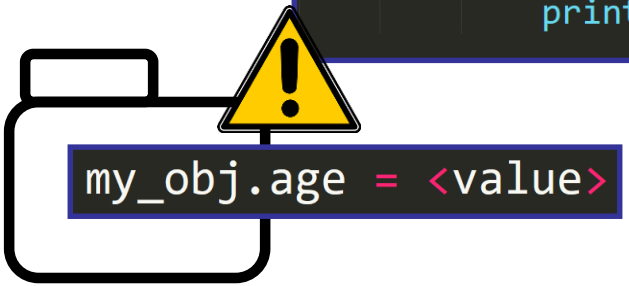


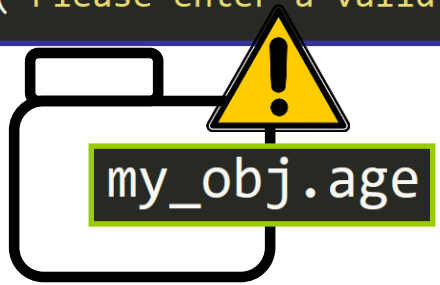


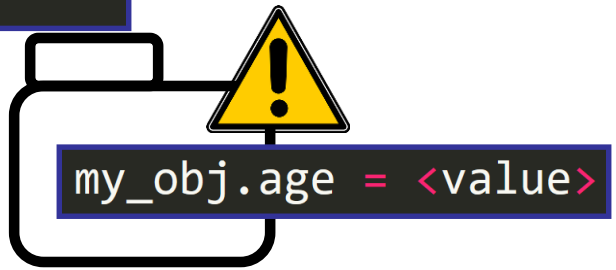

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    age = property(get_age, set_age)
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```

Name of the property

# Properties

```
age = property(get_age, set_age)
```

**Built-in Function**

# Properties

```
age = property(get_age, set_age)
```

Getter

# Properties

```
age = property(get_age, set_age)
```

Setter

# Properties

```
age = property(get_age, set_age)
```

# Properties

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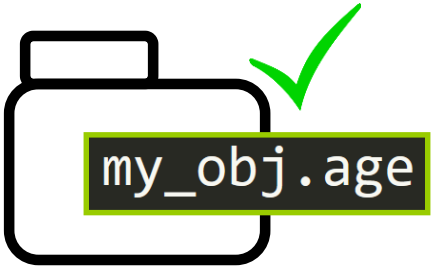
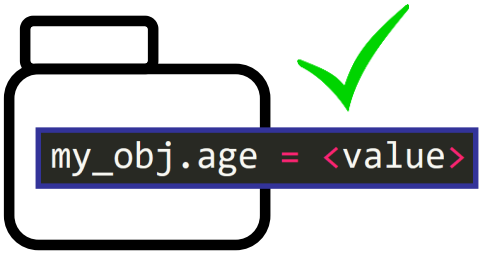
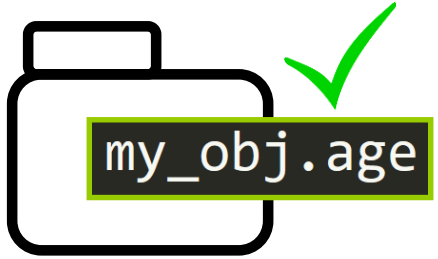
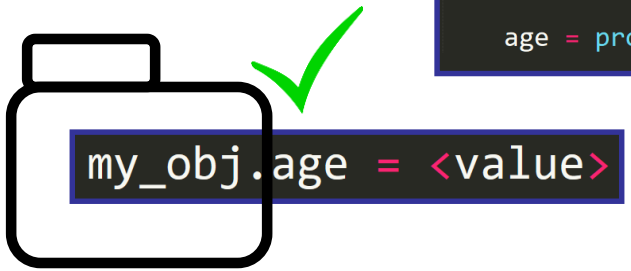
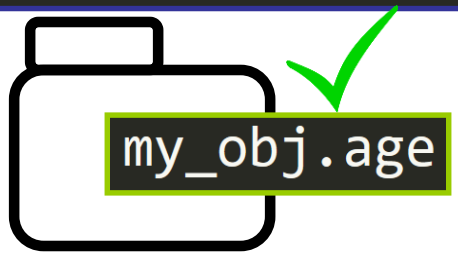
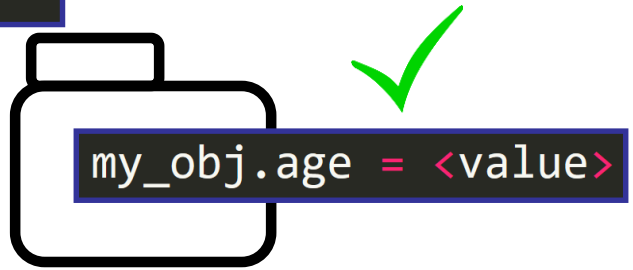


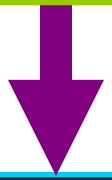



# Properties

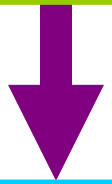
```
my_obj.age
```



```
def get_age(self):
```

# Properties

```
my_obj.age = <value>
```



```
def set_age(self, age):
```

# Properties

```
my_obj.age = <value>
```

```
def set_age(self, age):
```

# Properties

```
age = property(get_age, set_age)
```

## Properties

# @property

# Now… An Example