

Setters and Getters

Setter methods are used to set the value to the instance variables of the class.

Syntax for setter method

- a. compulsory the method name should start with set.
- b. it should be public.
- c. return type should be void.
- d. compulsorily it should have some argument.

Getter methods are used to get the value from the instance variables of the class.

Syntax for getter method

- a. compulsory the method name should start with get.
- b. it should be public.
- c. return type should not be void.
- d. compulsorily it should not have any argument.

Program to demonstrate the usage of setters and getters

```
class Student
{
    private String name;
    private Integer id;
    private String address;

    //setters
    public void setName(String name){
        this.name = name;
    }
    public void setId(Integer id){
        this.id = id;
    }
    public void setAddress(String address){
        this.address = address;
    }

    //getters
    public Integer getId(){
        return id;
    }
    public String getName(){
        return name;
    }
    public String getAddress(){
        return address;
    }
}
```

```
public class Demo
{
    public static void main(String[] args)
    {
        Student std = new Student();
        std.setId(10);
        std.setName("sachin");
        std.setAddress("MI");

        System.out.println("Id is   :: "+std.getId());
        System.out.println("Name is  :: "+std.getName());
        System.out.println("Address is :: "+std.getAddress());
    }
}
```

Output

Name is :: sachin

Id is :: 10

Address is :: MI

Note

if the property is of type boolean then for getter method we can prefix with either "is/get".

Example

```
public class Student{
    private boolean married;
    public void setMarried(boolean married){
        this.married=married;
    }

    public boolean isMarried(){
        return married;
    }
}
```