## **Accessors and Mutators**

These are the types of methods that can be written inside any class

Accessor methods are useful for reading the property of a class of an object.

Mutator is used for writing and updating properties of class and it's objects.

So these methods can be called as reading and writing methods

These methods are followed by object oriented programming

Example: class Rectangle

Program:

Input:

```
class Rectangle:

def __init__(self, ], b):
    self.length = l

self.breadth = b

def getlength(self):#det_method_for_length
    return self.length#returning_parameter_length_for_changing_the_length

def setlength(self, ]):
    self.lengthgl

def area(self):#calculating_area_of_the_rectangle
    return self.length * self.breadth

def perimeter(self):#_this_mill_return_perimeter_of_a_rectangle
    return 2*(self.length+self.breadth)

r=Rectangle(10,20)
    print(r.getlength())
    self-ellength(self, area_by_15)
    print(r.getlength())
    self-ellength(self, area_by_15)
    print(r.area())#chacking_the_area_by_15
    print(r.area())#chacking_the_area_by_5
```

## Output:

10

300