

```
def setName(self, name):  
    self.name = name  
  
def getName(self):  
    return(self.name)
```

modify:

When you press option 4 the modify method executes.

Modify changes the attributes of the instance according to the user input.

For example:

```
Person1 = Person.Person("Maria", "Amherst", "111-111-1111", "CICS", 15)
```

A modify function would replace name “Maria” with any other name “xyz,” “xyz” is something that the user would input. This would hold true for all the other attributes in the instance person.

Example:

```
def setLocation(self, location):  
    self.location = location
```

display:

When you press option 1 the display method executes.

When a person enters a name, it returns that name.

When a person enters a new college, location or number the get methods will return these attributes.

Example:

```
Person1 = Person.Person("Lisa", "Amherst", "111-111-1111", "CICS", 15)
```

```
def getLocation(self):  
    return(self.location)
```

```
def getCollege(self)  
    return(self.college)
```

```
def getNumber(self)  
    return(self.college)
```

displayInstance:

```
return ("Name : " + self.getName + "\nCollege : " + str(self.getCollege)
) + "\nNumber: " + self.getNumber + "\n")
```