## Scala programming

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1.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) {
  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
}
object PersonApp {
def main(args: Array[String]): Unit = {
val person = new Person("Andrey Ira", 35, "France")
println("Original Person:")
println(s"Name: ${person.getName}")
println(s"Age: ${person.getAge}")
println(s"Country: ${person.getCountry}")
person.setName("Lior Daniela")
person.setAge(30)
person.setCountry("Canada")
println("\nUpdated Person:")
println(s"Name: ${person.getName}")
println(s"Age: ${person.getAge}")
println(s"Country: ${person.getCountry}")
}
}
```

## Output:



