USSAGE OF ACCESSOR METHODS

ENCAPSULATING DATA

Encapsulate the access to an object's internal fields, keeping them private and controlled.

OBJECT-ORIENTED DESIGN PRINCIPLES

Accessor methods align with principles such as encapsulation, information hiding, and abstraction, promoting modular and maintainable code.

READ-ONLY ACCESS

Getter methods are useful when you want to provide read-only access to specific attributes of an object, preventing external code from directly modifying the object's state.

DATA VALIDATION AND ABSTRACTION

Accessor methods can include validation checks and additional logic to ensure that the accessed or modified data is valid and processed correctly.