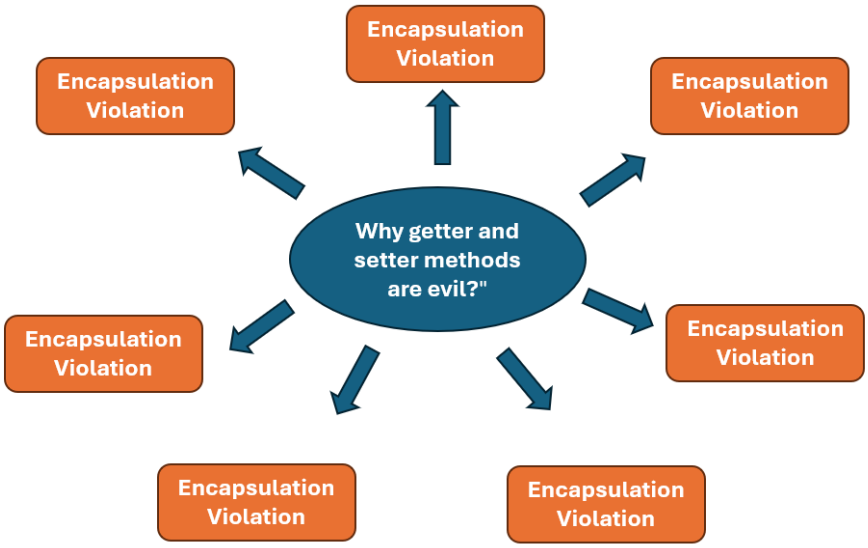
Based on Allen Holub's article "**Why getter and setter methods are evil?**" and supplemental research, here's a mind map summarizing the key points:

1. **Encapsulation Violation**
    - Getters and setters expose implementation details.
    - Encapsulation ensures that an object's data is hidden, supporting modularity.
2. **Object-Oriented Principles**
    - Getters/setters don't align well with object-oriented (OO) design.
    - OO encourages data abstraction and the "tell, don't ask" approach—i.e., ask objects to do work rather than accessing their data.
3. **Maintenance Issues**
    - Changes in data types require extensive code updates.
    - High maintainability is achieved when implementation changes minimally affect other code.
4. **Procedural Influence**
    - Getters/setters often stem from procedural programming habits.
    - Procedural thinking encourages direct data manipulation, which conflicts with OO design.
5. **JavaBeans Exception**
    - Getters/setters are used in JavaBeans for UI tools, but ideally, other interfaces handle these needs.
    - Direct calls to accessors for properties complicate code unnecessarily.
6. **Design Strategy (CRC Cards)**
    - Use CRC (Class-Responsibility-Collaborator) cards to define object roles and interactions.
    - Focus on message-passing between objects instead of data access.
7. **When Acceptable**
    - Some boundary layer classes (like database connectors) may require accessors due to flexible interface demands.
    - Encapsulated returns are acceptable if they're interfaces, keeping details hidden.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