Stateful Objects

Introduction

❖ The Scala programming language provides us with a mechanism similarly to the well known properties mechanism in C#.

Object Properties

❖ We can define a pair of two methods that will be used for accessing a specific variable.

❖ The two methods should be named identically while one of them ends with '_'.

❖ The one that ends with '_' will be used as the setter method. The other method will be used as the getter one.

Object Properties

❖ The two methods should be defined in a special format as shown in the following code sample.

Object Properties

```scala
object PropertiesDemo
{
    def main(args: Array[String])
    {
        var ob:MobilePhone = new MobilePhone
        ob.volume = 8
        println(ob.volume)
        ob.volume = -4
        println(ob.volume)
    }
}
```
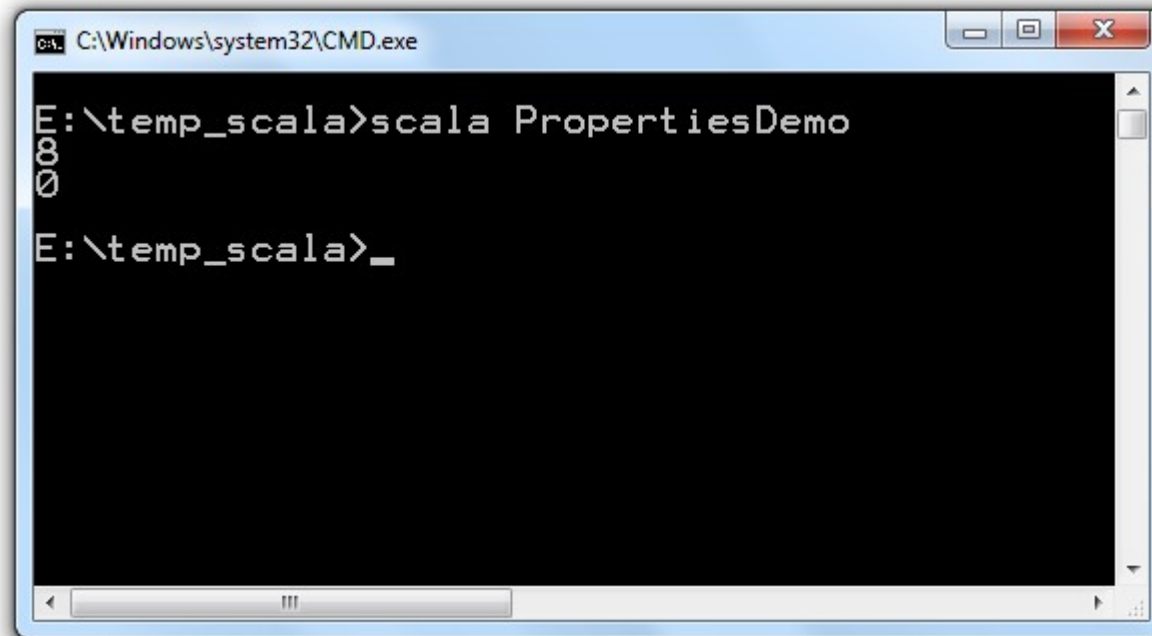
Object Properties

```scala
class MobilePhone
{
    private[this] var number: Int = 8;

    def volume: Int = number;

    def volume_=(vol: Int)
    {
        if(vol>0)
        {
            number = vol;
        }
        else
        {
            number = 0
        }
    }
}
```

Object Properties