Creating Setters and Getters

Setters and Getters are common operations that contain almost every Class. With the help of our modeling tool, **set** and **get** operations for Class attributes can be generated automatically.

To create a setter or a getter

There are two ways of creating a setter or a getter:

1. From the shortcut menu of the selected Class, select **Tools** > **Code Engineering**, and then select **Create Setters/Getters**.
   a. The **Select Attributes/Association Ends** dialog opens.
2. Add a tagged value "getter/setter for attribute=attribute_name" to the selected Class.

The names of created operations (**setters**) are combined according to the following format:

public void set + <attribute name> (<attribute type> <attribute name>)

ⓘ **Example**
If you have an attribute called x of type int, then the generated **setter** will look this way:

- *public void setx (int x);*

The names of created operations (**getters**) are combined according to the following format:

public <attribute type> get + <attribute name> ( )

ⓘ **Example**
If you have an attribute called x of type int, then the generated **getter** will look this way:

Related Pages
- *public int getx ();*
- Class
- Tools