

(Lecture 7) Program for timer using
setters & getters

```
#include <iostream>
```

```
using namespace std;
```

```
class Time
```

```
{  
    int H, M, S;
```

```
public:
```

```
    Time (int hr, int min, int sec)
```

```
{  
        H = hr;
```

```
        M = min;
```

```
        S = sec;
```

```
}
```

```
void display(void);
```

```
{  
    cout << H << ":" << M << ":" << S;
```

```
}
```

```
void set_hour (int hr)
```

```
{  
    H = hr;
```

```
}
```

```
void set_min ( int min )  
{  
    M = min ;  
}
```

```
int get_hour ( )  
{  
    return H ;  
}
```

```
};
```

```
int main ( )  
{  
    class Time T ( 5, 10, 15 );  
    T.display ( );  
    T.set_hour ( 10 );  
    T.set_min ( 30 );  
    T.display ( );  
    T.get_hour ( );  
    T.display ( );  
    return 0 ;  
}
```

Question:- What are setters?

Ans:-

Setters are the functions, used to assign, modify or set the value of some particular field.

Question:- What are getters?

Ans:-

Getters are the functions which are used to return the value of previously set field.