



G-CAMP WORKSHOP

BUILD THE RIGHT THING
BUILD THING RIGHT
SHIP FAST

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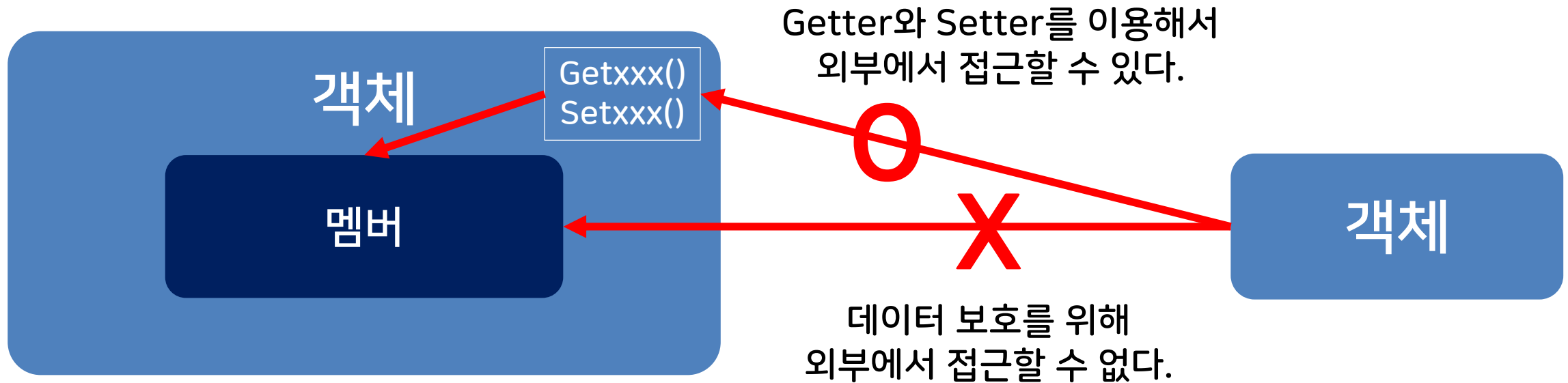
16강_프로퍼티

- Getter & Setter
 - Property
- Property & Interface
- Property & Abstract



16-1. Getter & Setter

- 데이터 은닉(보호)을 위해 Getxxx()와 Setxxx()를 사용한다.





16-2. Property

- Getxxx()와 Setxxx()를 대체한다.

```
private string id;

public string GetId()
{
    return id;
}

public void SetId(string id)
{
    this.id = id;
}
```



```
public string Id
{
    get
    {
        return id;
    }

    set
    {
        this.id = value;
    }
}
```

- **Set**

studentUseProperty.Id = "2019-000003";

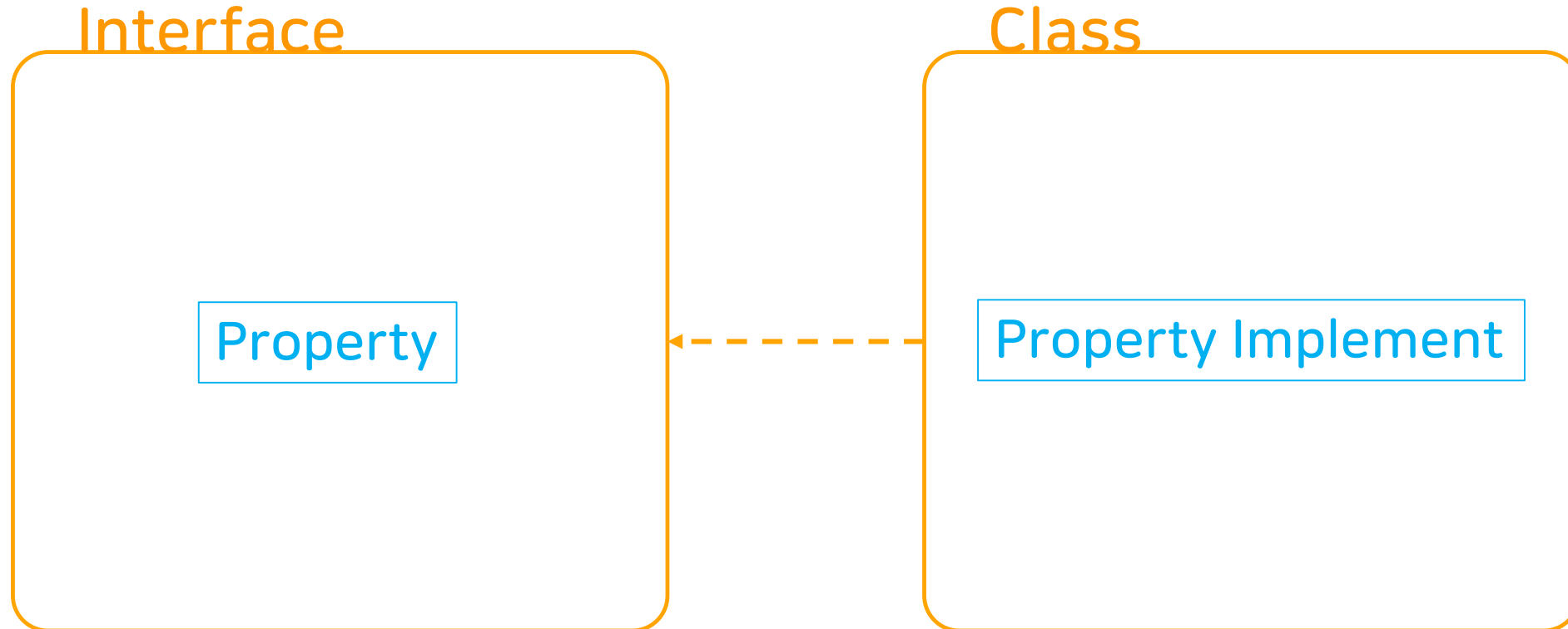
- **Get**

studentUseProperty.Id



16-3. Property & Interface

- Interface에 Property를 선언한다.





16-4. Property & Abstract

- Abstract class에 Property를 선언한다.

