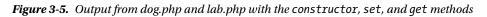
In Figure 3-5, the first four lines of output are produced from passing values into the constructor to provide initial settings for each property. The next four lines of output are produced when the set methods are used to change the values in the properties. The final four lines are produced from execution of the get methods (showing the contents of each property). The last line of output was produced by the get_properties method. Although the initial values (Fred, Lab, Yellow, and 100) are passed into the constructor successfully, the values in each property were the changed using the set methods (passing Sally, Labrador, Brown, and 5).

	0 ⊠ + Q
<u>File Edit View Favorites Tools H</u> elp	
Name update successful	
Breed update successful	
Color update successful	
Weight update successful	
Name update successful	
Weight update successful	
Breed update successful	
Color update successful	
Sally	
5	
Labrador	
Brown	
Dog weight is 5. Dog breed is Labrador. Dog color is Brown	



Security and performance—Some would argue that it's overkill to check for errors every single time an update occurs. However, in the current environment with constant attempts to corrupt data, it is necessary to be as careful as possible when doing updates. No program is 100% protected from data corruption. Hopefully, you have noticed that once you develop a routine of checking data, your data checking code lines become very similar each time. Thus, by copying and pasting (with minor changes) code lines that successfully verify data, you can greatly increase your security without adding a lot of extra coding time.