

```
/*
```

Creating Bindable Getters and Setters in Flex

<http://userflex.wordpress.com/2008/04/14/bindable-getters-and-setters/>

```
*/
```

```
package com.userflex.sample.model
```

```
{
```

```
    /**
```

```
     * An important class.
```

```
     */
```

```
public class ImportantClass
```

```
{
```

```
    // instance variables
```

```
    /**
```

```
     * Some random property you may want to use as the source for data binding.
```

```
     */
```

```
private var _something : String;
```

```
    /**
```

```
     * The default constructor.
```

```
     */
```

```
public function ImportantClass ()
```

```
{
```

```
    _something = null;
```

```
}
```

```
// getters and setters
```

```
    /**
```

```
     * Some random property you may want to use as the source for data binding.
```

```
     */
```

```
public function set something (value : String) : void
```

```
{
```

```
    // checks if the value is different
```

```
    if (_something != value)
```

```
    {
```

```
        _something = value;
```

```
        // dispatches an event after the property has changed
```

```
        dispatchEvent (new Event ("somethingChange"));
```

```
    }
```

```
}
```

```
    /**
```

```
     * Some random property you may want to use as the source for data binding.
```

```
     */
```

```
[Bindable(event="somethingChange")]
```

```
public function get something () : String
{
    return _something;
}
}
```