**CS Unit 9: TV Lab**

You will write a class that can make a TV object. It should have **one instance variable** which represents its channel.

Fill out the chart below **before you get started** and show it to your instructor.

Name of the class: **TV.java**

|  |  |
| --- | --- |
| Instance variables | |
| Name | **channel** |
| Type |  |
| Default value |  |
| Name of getter |  |
| Name of setter |  |

toString() format: **The TV is on channel \_\_\_.**