**Tutorial 1**

**Question 1**

Write a Java class named “Staff” which has three private member variables; name; department and salary. Use getter and setter methods to access these member variables. Write another java class to test “TestStaff” class.

**Question 2**

Consider the following UML diagram. Each TV is an object with states (current channel, current volume level, power on or off) and bahaviors (change channels, adjust volume, turn on/off). Write a template class and test class for TV based on the following UML.

