

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package de.its.sw;
7
8  /**
9   *
10  * @author lorenz.faber
11  */
12  public class Radiowecker extends Wecker{
13
14      int senderFreq;
15      public Radiowecker(Zeit zeit, Zeit weckzeit,int senderFreq) {
16          super(zeit, weckzeit); UV
17      }
18
19      public void setSenderFreq(int senderFreq) {
20          this.senderFreq = senderFreq;
21      }
22
23      @Override
24      public String getAusgabe() {
25          return super.getAusgabe() + "khz: "+ senderFreq; //To change body of
26          generated methods, choose Tools | Templates.
27      }
28
29
30  }
31
```

