Create a class based on the following UML Diagram, then instantiate the class in a new Java file named **Exercise1Test.java**:

|  |
| --- |
| **TShirt** |
| - size : int  - color : String |
| <<constructor>> TShirt(size : int, color : String) : void  + getSize() : int  + getColor() : String  + dye(color : String) |