

CIS 255 - Java Programming
Homework #10 (Notes)
Classes & OOP

Name: _____

Date: _____

1. Write a Java object class Television with the member variables (fields) brand (string), type (string), and screenSize (integer). Create an empty constructor and overload that constructor and have it accept values for each member variable. There should be manipulator (setter) and accessor (getter) methods for each member variable. Ensure the Television object has a toString() method.