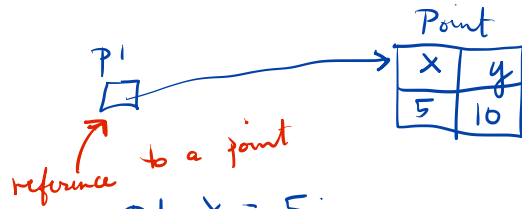


```
1: public class Point {  
2:     int x;  
3:     int y;  
4: }
```

location of point
a point
→ Point p1 = new Point();



reference to a point

`p1.x = 5;`

`p1.y = 10`

dot operation
AKA dereference operation