

```
1: public class Point {  
2:     int x;  
3:     int y;  
4:  
5:     /* constructor  
6:     * special method called when we create  
7:     * a Point object using the new operator */  
8:     public Point(int initialX, int initialY) {  
9:         x = initialX;  
10:        y = initialY;  
11:    }  
12: }  
13:  
14:  
15: / Point p = new Point(5, 10)  
16:
```

weird

- no return
- no static
- name is
same as
class

