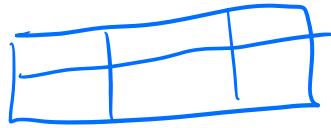
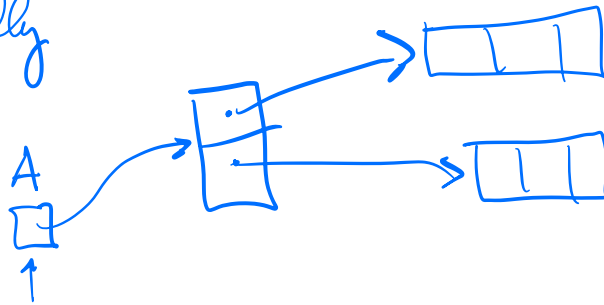


`int [][] A = new int [2][3]`

think:

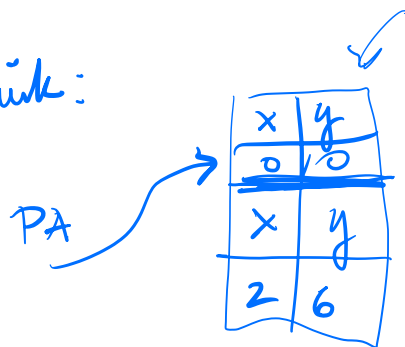


really



`Point [] PA = new Point [2]`

think:



really

