

```
1: public class PointMain {
2:     public static void main(String args[]) {
3:         Point p = new Point();
4:         p.x = 10;
5:         p.y = 20;
6:
7:         /* what does this print? */
8:         System.out.println(p);
9:
10:        /* we have to do this instead */
11:        System.out.println("p.x = " + p.x +
12:                            ", p.y = " + p.y);
13:    }
14: }
```

location of a point. "reference" to a point  
create a point

"dot operator"

"dereference operator"

