

```
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:
```

no void (or any other return type)
no static

