

```
1: public class PointMain {
2:     public static void main(String args[]) {
3:         Point p = new Point(10, 20);
4:
5:         /* pain to have to type all this just to
6:         * print out the x and y coordinates */
7:         System.out.println("p.x=" + p.x + ", p.y=" + p.y);
8:
9:         /* - println expects String ref
10:        * - it finds a Point ref
11:        * - calls Point's toString() */
12:        System.out.println(p.toString());
13:
14:        /* note the syntax. it isn't */
15:        // System.out.println(toString(p));
16:
17:        System.out.println(p);
18:    }
19: }
```