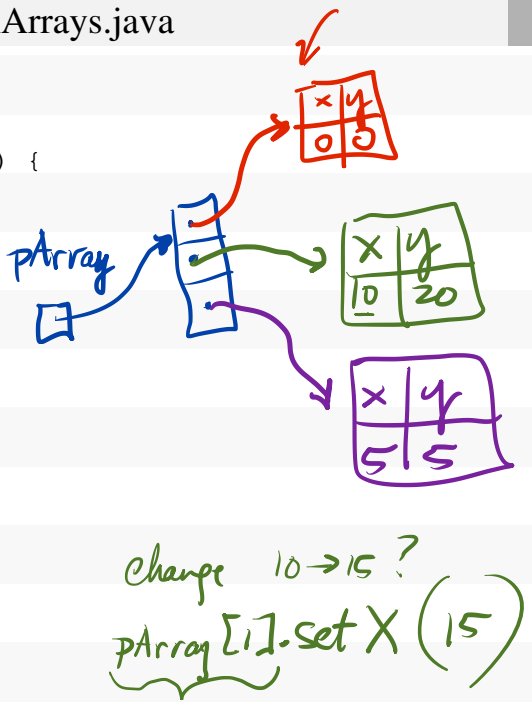
```
 1: import java.util.Arrays;
 2:
 3: public class PointMainWithArrays {
 4:   public static void main(String args[]) {
 5:     int []iA = new int[3];
 6:     String []sA = new String[3];
 7:
 8:     Point []pArray = new Point[3];
 9:
10:     pArray[0] = new Point(0,0);
11:     pArray[1] = new Point(10,20);
12:     pArray[2] = new Point(5,5);
13:
14:     /* could also write like this */
15:     // Point []pArray = {
16:     //   new Point(0,0),
17:     //   new Point(10,20),
18:     //   new Point(5,5)
19:     // };
20:
21:     // System.out.println(pArray[1]);
22:     // pArray[0].setX(5);
23:     // System.out.println(pArray[0]);
24:
25:     // System.out.println("before:");
26:     // for (int i = 0; i < pArray.length; i++) {
27:     //   System.out.println(pArray[i]);
28:     // }
29:
30:     System.out.println(Arrays.toString(pArray));
31:
32:     // /* if we wanted to move just one
33:     //  * Point, the syntax is: */
34:     // Point p = new Point(5, 5);
35:     // p.move(1,1);
36:
37:     /* everyone moves over 1 to the right */
38:     for (int i=0; i < pArray.length; i++) {
39:       pArray[i].move(1,0);
40:     }
41:
42:     System.out.println("after:");
43:     for (int i = 0; i<pArray.length; i++) {
44:       System.out.println(pArray[i]);
45:     }
46:   }
47: }
```




change 10→15 ?

pArray[1].setX(15)