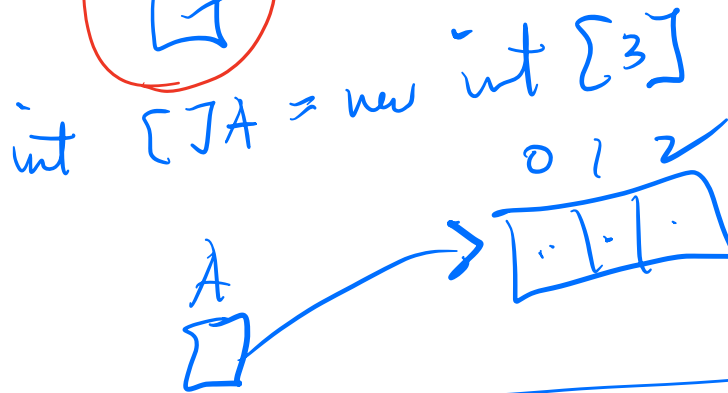
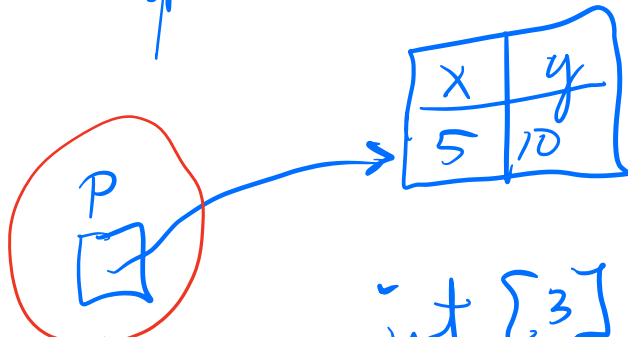
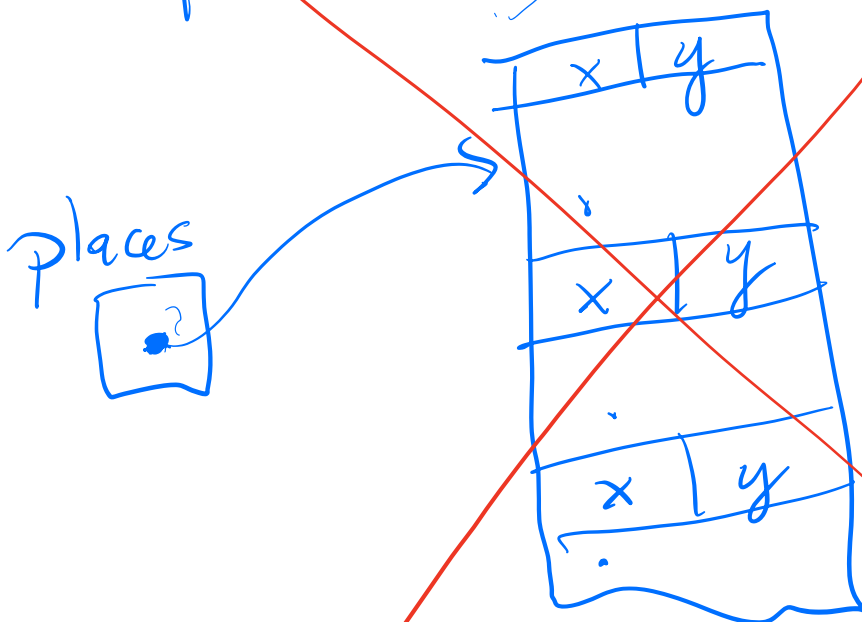


Point p = new Point(5, 10)

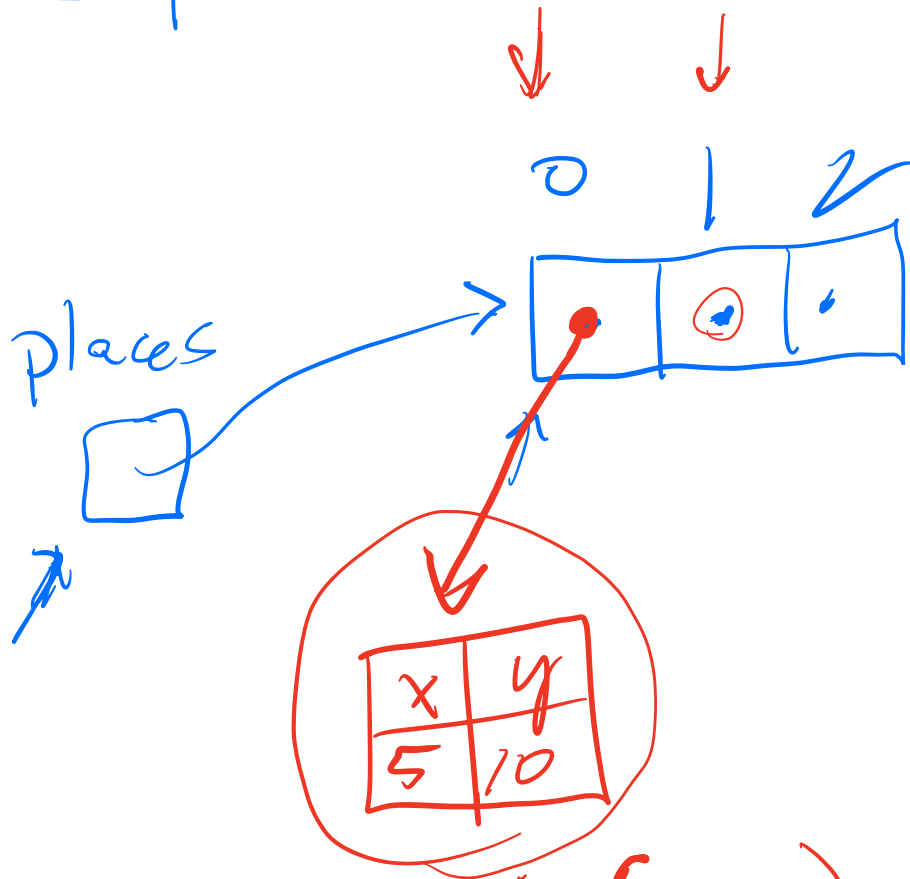


~~Point [] places = new Point [3]~~



Not THIS!

→ Point [2] places = new Point [3]



places [0] = new Point (5, 10)