

```
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: }
```

