

arr[2] = new Board();

2880

레퍼런스 변수

no	title	content	writer	-	-	-

arr[1].no = 100;

인스턴스의 주소가 들어있는 레퍼런스

```
public class Selector{
import java.util.ArrayList;

public static void main(String[] args) {
String[] names = { 000, 000, 000, --};

ArrayList<String> list = new ArrayList<>();

for (String name : name) {
list.add(name);
}

for (int i = 0; i < list.size(); i++) {
int i1 = (int)Math.random() * list.size();
int i2 = (int)Math.random() * list.size();

String temp = list.get(i1);
list.set(i1, list.get(i2));
list.set(i2, temp);
}

for (String name : list) {
System.out.println(name + " ");
}

Scanner keyboardInput = new Scanner(System.in);

while (list.size() > 0) {
int no = int i1 = (int)Math.random() * list.size();
System.out.println("==>" + list.remove(no));
keyboardInput.nextLine();
}

keyboardInput.close();
}
}
```

size = 5

Board[] boards = new Board(SIZE);

boards

2000

int boardCount = 0;

boardCount

1->2->3->4

2000

0	270
1	310 <- boardCount
2	380 <- boardCount
3	410 <- boardCount
4	

new Board()

1	a	aa
---	---	----

new Board()

2	a	aa
---	---	----

new Board()

3	a	aa
---	---	----

boards[boardCount - 1].no + 1;

new Board()

4	a	aa
---	---	----

0	1	2->삭제	3	4	5	6	7
100	200	300->400	400->500	500->600	600-> null		

6%

↓

5개

for(int i = boardIndex + 1; i <boardCount; i++) {
boards[i]-1] = boards[i];
}

2번 항목을 삭제하면 3번항목이 1가 된다.

