Arrays in Focus: Creating, Initialising and Iterating

- arrays (in Java) are objects too...

```
public class RobotArrays {
  public static void main (String[] args) {
    Robot[] robotsA = new Robot[3]; //instantiate array of references to 3 Robot objects
    System.out.println(robotsA[0]); //at start, array locations carry null
    robotsA[0] = new Robot("C3PO"); //initialise entry at index 0
    robotsA[1] = new Robot("C4PO"); //initialise entry at index 1
    robotsA[2] = robotsA[0];         //initialise with same reference as index 0
    Robot[] robotsB = {              //neat initialisation syntax using {...}
              new Robot("C5PO"),
              robotsA[0],
              robotsA[1]
            };
    System.out.println(robotsB.length); //print size of array robotsB
    for (Robot robot : robotsB)          //loop through entries, assign current to robot
      System.out.println(robot.name);    //print name of current element
  }
```

This is an Iterator using the ":" notation, which provides a reference "robot" to each object held in the array turn-by-turn (The reference is not a one to the array location itself, which is not an object.)

...beware, it is the wrath of the null that you need to defend against in your programming...