**Creating an Array of objects:**

As we know that, we can create array of integers, floats, doubles etc. Similarly we can create array of objects.

By using this array of objects, we can access methods of class with each object (which are the elements of that array).

**Example:**

**using System;**

**class Student**

{

//private data members

**private** int rollno ;

**privat**e string name ;

**private** int age ;

//method to set student details

**public** **void** **SetInfo**(string name, int rollno, int age)

{

**this**.rollno = rollno ;

**this**.age = age;

**this**.name = name;

}

//method to print student details

**public** **void printInfo**()

{

Console.WriteLine("Student Record: ");

Console.WriteLine("\tName : " + name );

Console.WriteLine("\tRollNo : " + rollno);

Console.WriteLine("\tAge : " + age );

}

}

**class Program**

{

**public static void Main(String arg[])**

{

//creating array of objects

**Student[]** S = new **Student[2]**;

//initlising objects by detauls/inbuilt constructors

S[0] = **new** Student();

S[1] = **new** Student();

//reading and printing first object

S[0].**SetInfo**("Herry", 101, 25);

S[0].**printInfo**();

//reading and printing second object

S[1].**SetInfo**("Potter", 102, 27);

S[1].**printInfo**();

}

}

}