**9.14 Array class :**

• Most efficient way to hold references to objects.

• Advantages

An array know the type it holds, i.e., compile-time type checking.

An array know its size, i.e., ask for the length.

An array can hold primitive types directly.

• Disadvantages

An array can only hold one type of objects (including primitives).

Arrays are fixed size.

Array, Example

• Helper class **java.util.Arrays**

Search and sort: **binarySearch(), sort()**

Comparison: **equals()** (many overloaded)

Instantiation: **fill()** (many overloaded)

Conversion: **asList()**

**class Car{}; // minimal dummy class**

**Car[] cars1; // null reference**

**Car[] cars2 = new Car[10]; // null references**

**for (int i = 0; i < cars2.length; i++)**

**cars2[i] = new Car();**

**// Aggregated initialization**

**Car[] cars3 = {new Car(), new Car(), new Car(), new Car()};**

**cars1 = {new Car(), new Car(), new Car()};**