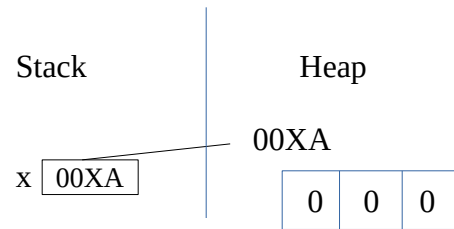
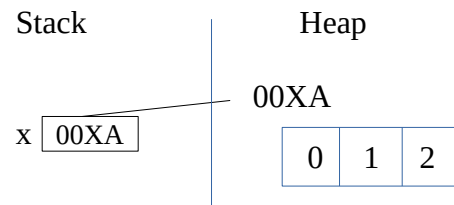


\*\*\*\*\* ARREGLOS PRIMITIVOS \*\*\*\*\*

```
.....main(...).....{
    int x[];
    x = new int[3];
}
```



```
.....main(...).....{
    x[0] = 0;
    x[1] = 1;
    x[2] = 2;
}
```

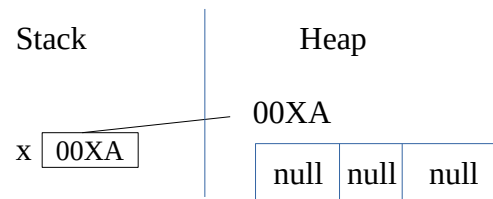


//Equivale a:

```
int x[] = {0,1,2};
```

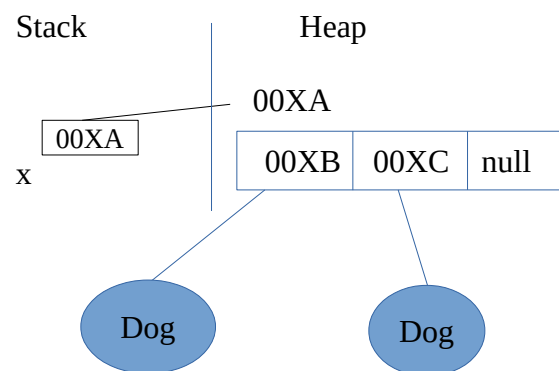
\*\*\*\*\* ARREGLOS OBJETOS \*\*\*\*\*

```
.....main(...).....{
    Dog x[];
    x = new Dog[3];
}
```



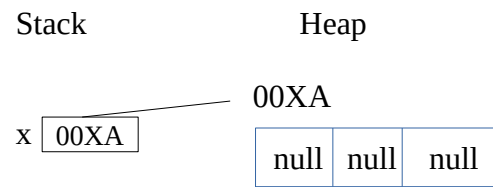
```
.....main(...).....{
    x[0] = new Dog();
    x[1] = new Dog();
    //Equivale a:
```

```
Dog x[] = {new Dog(), new Dog(), null};
}
```



\*\*\*\*\* ARREGLOS BIDIMENSIONALES \*\*\*\*\*

```
.....main(...).....{
    int x[][];
    x = new int[3][];
}
```



```
.....main(...).....{
    x[0]= new int[2];
    x[1]= new int[3];
    x[2]= new int[6];

    x[0][0] = 30;
    x[1][2] = 31;
}
```

