

```
1 /**
2  * Represents an array. Can be used to hold any type of object.
3  */
4 class Array {
5     /** Constructs a new Array of the given size. */
6     function Array new(int size) {
7         if (size < 0) {
8             do Sys.error(2); // Array.new: Array size must be positive
9         }
10
11         return Memory.alloc(size);
12     }
13
14     /** De-allocates the array and frees its space. */
15     method void dispose() {
16         do Memory.deAlloc(this);
17
18         return;
19     }
20 }
21
```