**Array of objects with example code:**

import java.io.\*;

class Person

{

private int Age;

private char Gender;

String Name;

public Person()

{

Age=0;

Gender='\0';

Name=null;

}

public Person(String Name,int Age,char Gender)

{

this.Name=Name;

this.Age=Age;

this.Gender=Gender;

}

public void ReadData()throws IOException

{

BufferedReader z=new BufferedReader(new InputStreamReader(System.in));

System.out.println("Enter the name of the person");

Name=z.readLine();

System.out.println("Enter the gender of the person");

Gender=z.readLine().charAt(0);

System.out.println("Enter the age of the person");

Age=Integer.parseInt(z.readLine());

}

public void DisplayData()

{

System.out.print("The name of the person is:"+Name);

System.out.println("The age of the person is:"+Age);

System.out.println("The gender of the person is:"+Gender);

}

}

class Personmainsclass

{

public static void main(String args[])throws IOException

{

Person[] PersonArray;//declaring an array of objects

//[] this denotes the array

PersonArray=new Person[7];

//creates slots to hold seven persons (by the PersonArray). No person is created yet

//read the data for each person

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

{

PersonArray[i]=new Person();

//now, each person is individually created

PersonArray[i].ReadData();

}

for(int j=0;j<PersonArray.length;j++)

{

PersonArray[j].DisplayData();

}

}

}

Now, I hope that you clearly understand the difference between creating slots for each object of and array of objects and instantiating each object.