

An *array* is a container object that holds a fixed number of values of a single type. The length of an array is established when the array is created. After creation, its length is fixed. You have seen an example of arrays already, in the main method of the "Hello World!" application. This section discusses arrays in greater detail.

1d array in java

```
class ArrayDemo {  
    public static void main(String[] args) {  
        // declares an array of integers  
        int[] anArray;
```

2d array