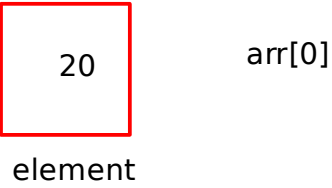
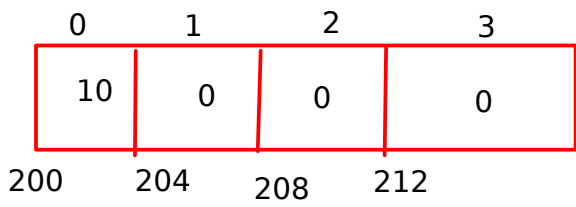


```
int arr[] = new int [5];
arr[0] = 10
```

```
int arr[][] = new int[2][];
arr[0] = new int[3];
arr[1] = new int [4];
```

```
for( int element : arr){
sysout("Enter element");
element = sc.nextInt();
}
```

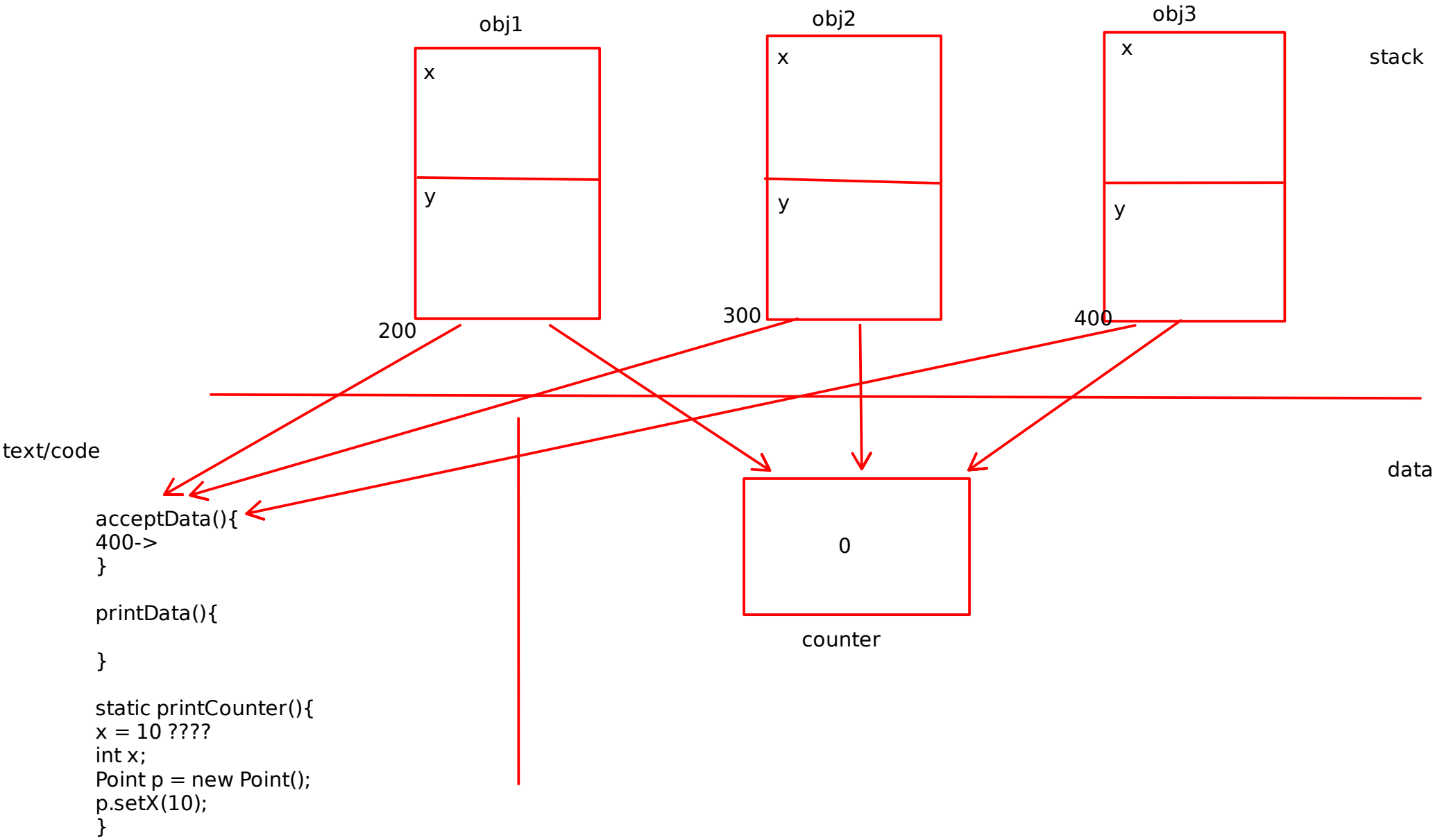
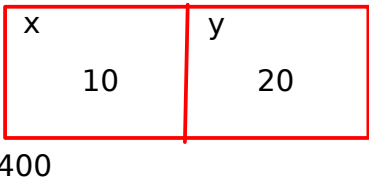
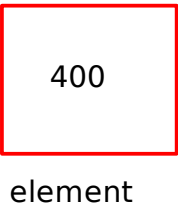
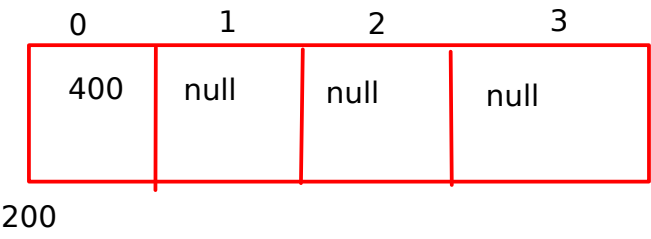


```
Point arr[] = new Point[5];
arr[0] = new Point();
```

```
Point arr[][] = new Point[2][];
arr[0] = new Point[3];
arr[1]= new Point[4];
```

```
for( Point element : arr ){
element = new Point();
element.acceptPoint();
}
```

```
arr[0] = new Point();
```



```
//static block
static {
2
}

//static block
static {
1
}
```

1

2

