**YouTube tutorial 59 – Class to hold objects**

**3rd class – DogList.java:**

**public** **class** DogList {

**private** Dog[] thelist = **new** Dog[5];

**private** **int** i=0;

**public** **void** add(Dog d){

**if**(i<thelist.length){

thelist[i]=d;

System.*out*.println("Dog added at index "+i);

i++;

}

}

}

**2nd class – Dog.java:**

**public** **class** Dog **extends** Animal {

}

**1st class – apples.java:**

**class** apples{

**public** **static** **void** main(String[]args){

DogList DLO = **new** DogList();

Dog d = **new** Dog();

DLO.add(d);

}

}

**Result:**

Dog added at index 0

**Important notes:**

* Bucky explains how objects can be stored inside a class array (Dog) by using *If loop*.
* I tried changing the name from “Dog” to “LuvDog”, but it didn’t work because no class with such name existed.

**YouTube tutorial 60 – Array holding many objects**

**1st class – apples.java:**

**class** apples{

**public** **static** **void** main(String[]args){

AnimalList ALO = **new** AnimalList();

Dog d = **new** Dog();

Fish f = **new** Fish();

ALO.add(d);

ALO.add(f);

}

}

***2nd class - Dog.java:***

**public** **class** Dog **extends** Animal{

}

***3rd class – Fish.java:***

**public** **class** Fish **extends** Animal {

}

***4th class – Animal.java:***

**public** **class** Animal {

}

***5th class – AnimalList.java:***

**public** **class** AnimalList {

**private** Animal[] thelist = **new** Animal[5];

**private** **int** i=0;

**public** **void** add(Animal a){

**if**(i<thelist.length){

thelist[i]=a;

System.*out*.println("Animal added at index "+i);

i++;

}

}

}

**Result:**

Animal added at index 0

Animal added at index 1

**Important notes:**

* Self explanatory, but be sure to check the next tutorial I have written regarding “implements vs extends”.
* Since the “Animal” was the super class of “Dog” and “Fish”, on “AnimalList” it could add the subclass objects to the superclass’ array of objects.