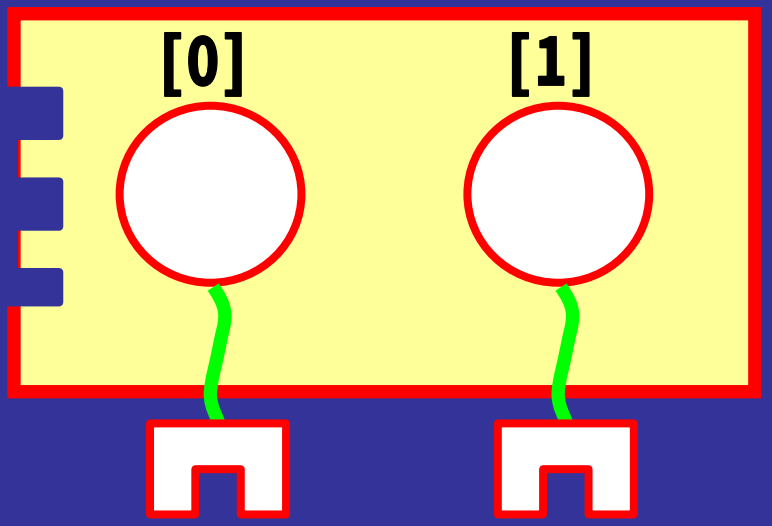
オブジェクトの配列

```
Character character[]  =  new Character[2];
character[0]           =  new Character( ‘ * ’ );
character[1]           =  new Character( ‘ - ’ );
```

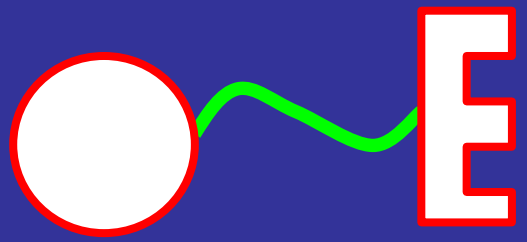
オブジェクトの配列




```
new Character[2];
```

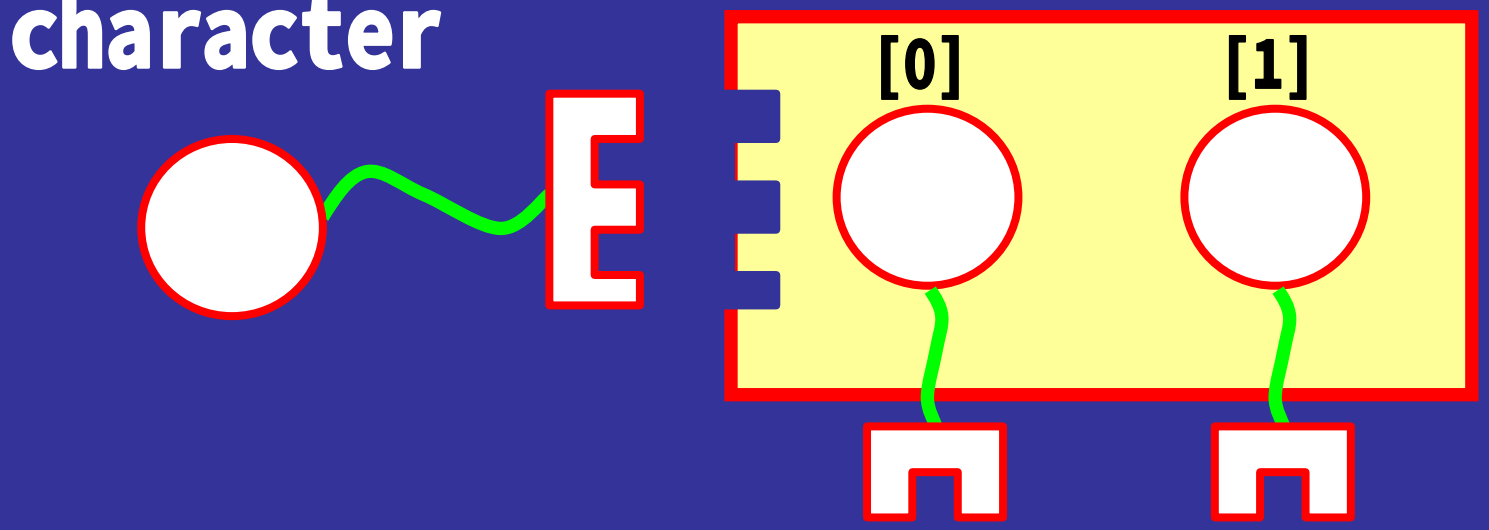
オブジェクトの配列

character



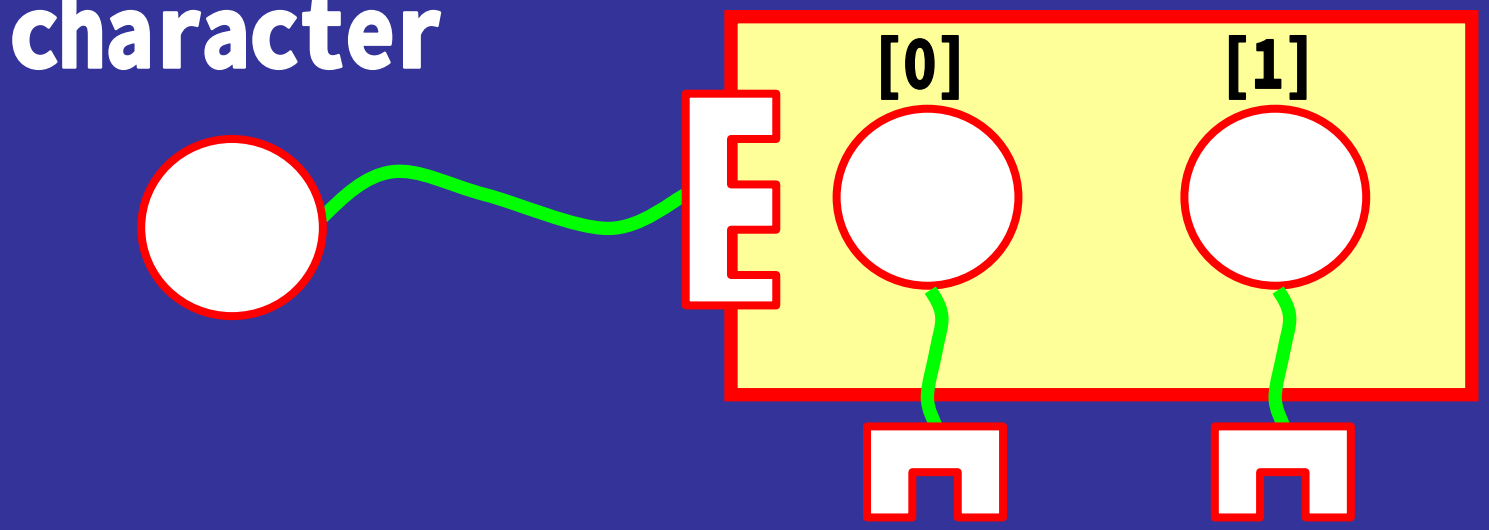
Character character[]

オブジェクトの配列



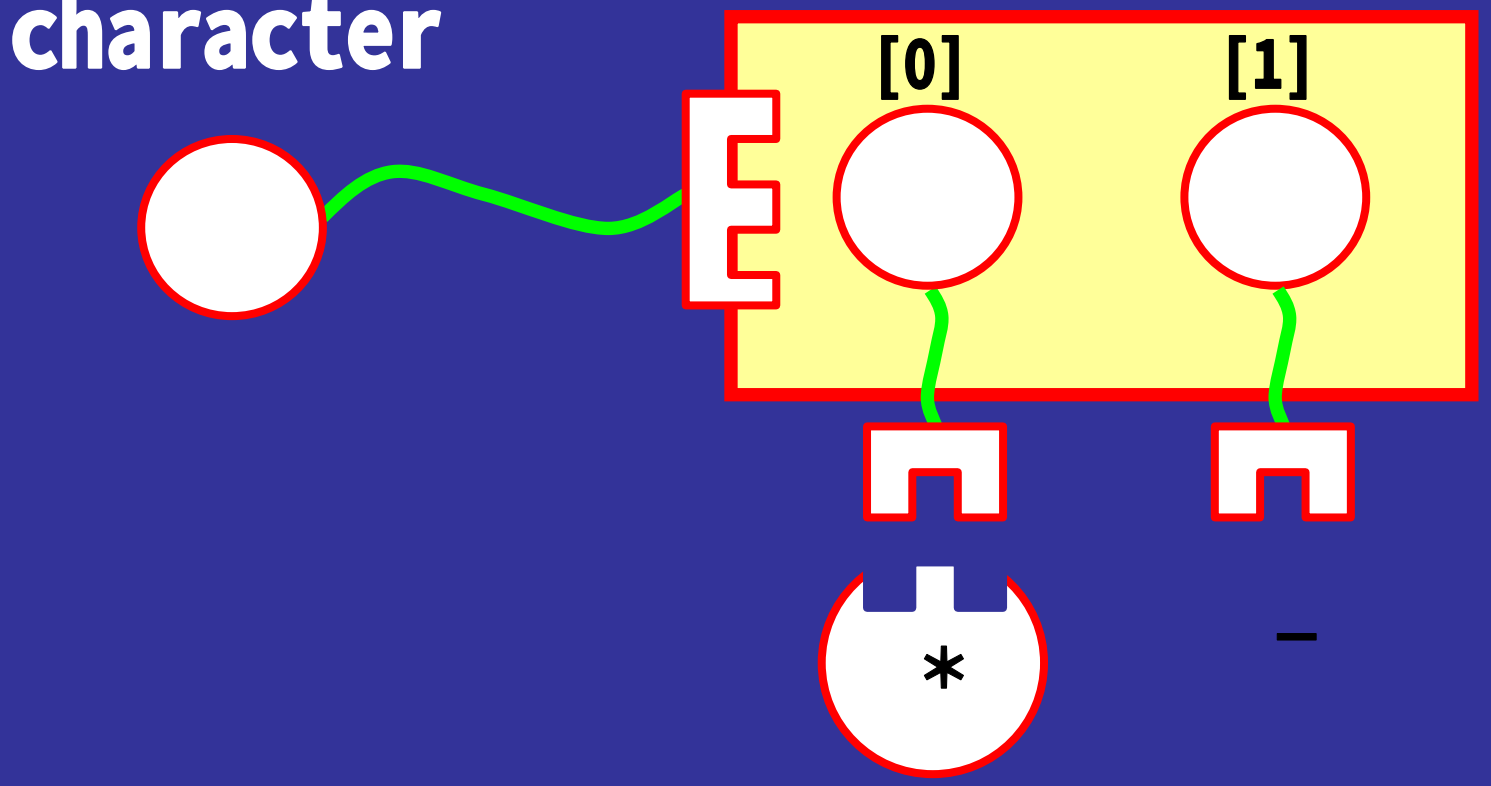

```
Character character[]      new Character[2];
```

オブジェクトの配列



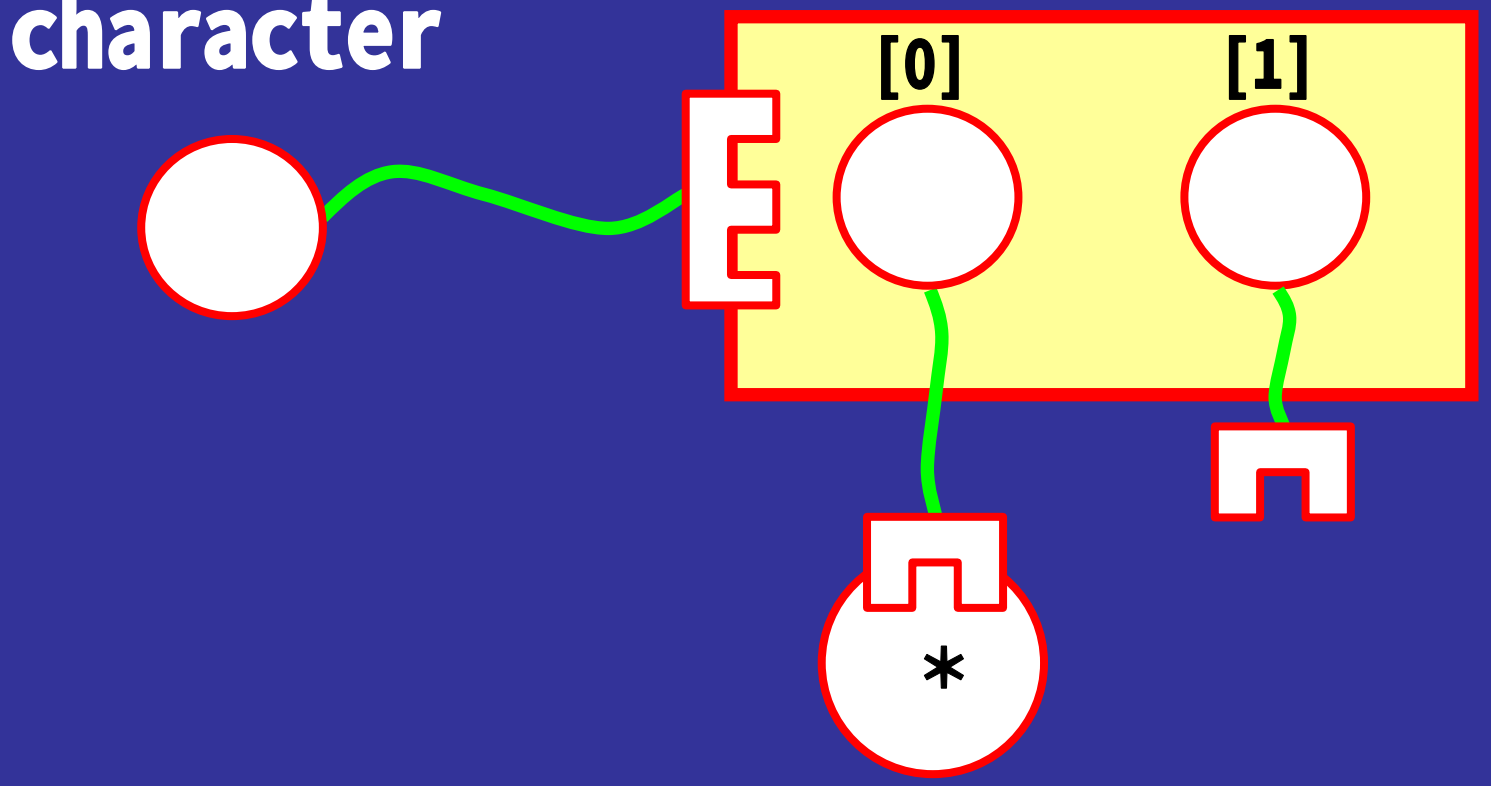

```
Character character[]  =  new Character[2];
```

オブジェクトの配列



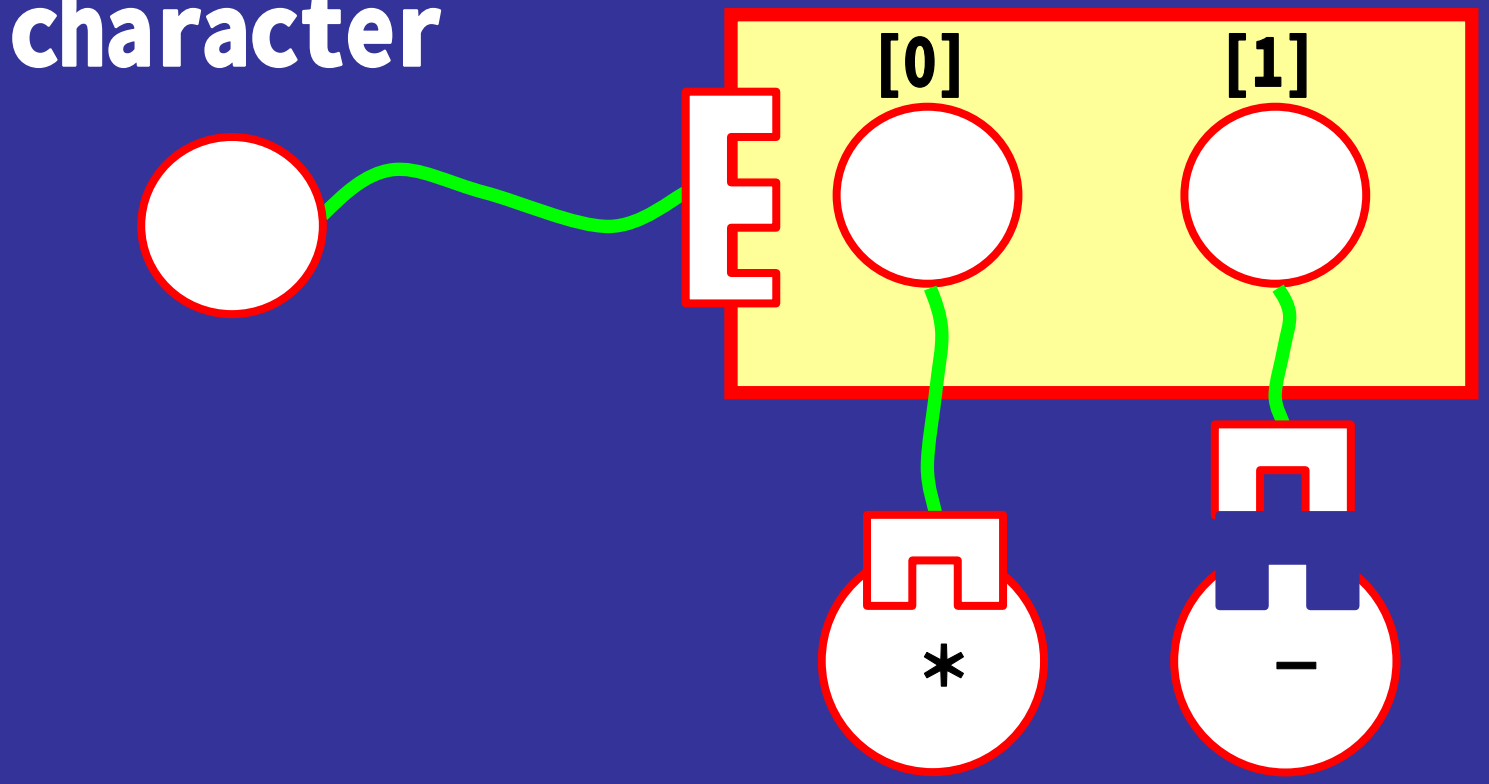

```
Character character[]  =  new Character[2];
                          new Character( ‘ * ’ );
```

オブジェクトの配列



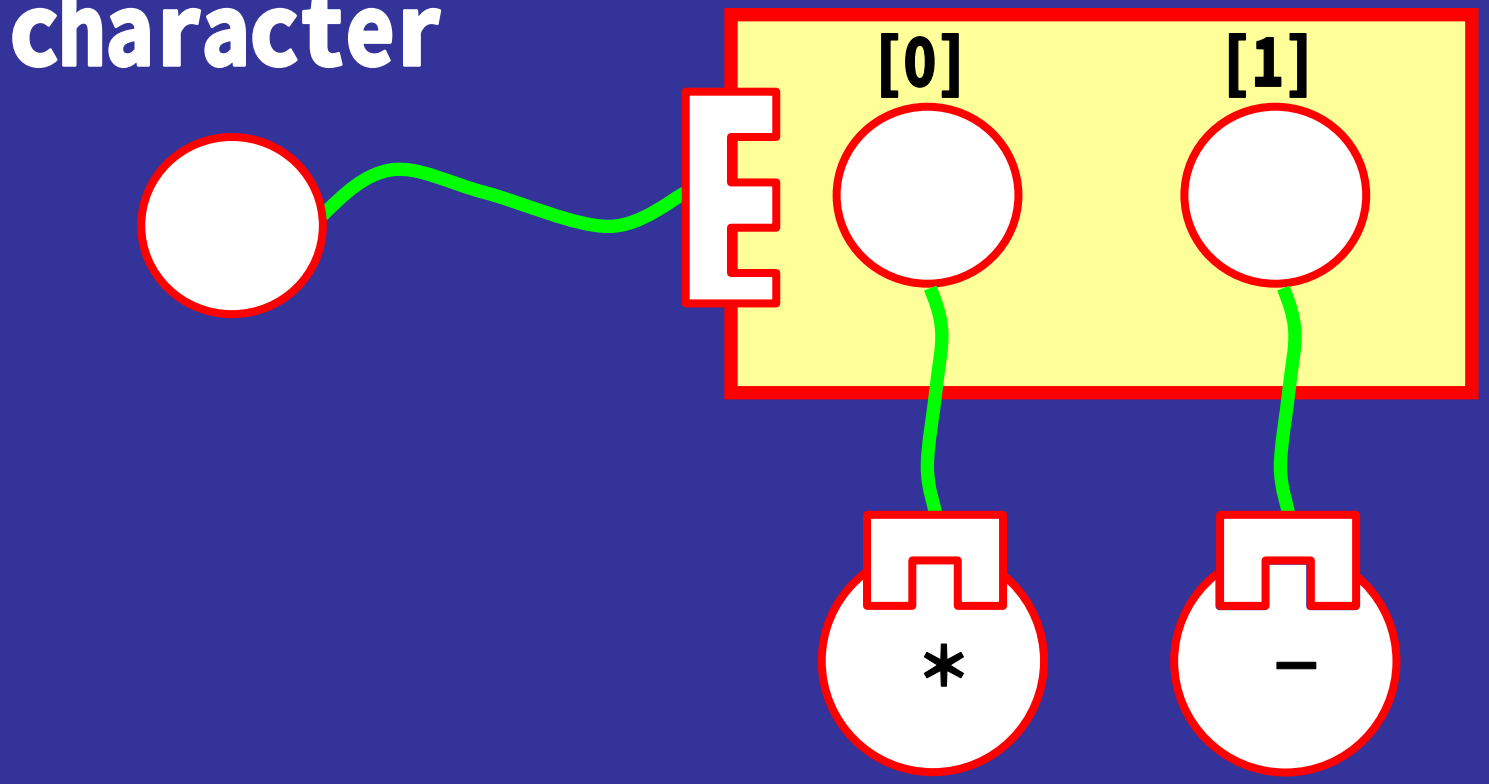

```
Character character[]  =  new Character[2];
character[0]           =  new Character( ‘ * ’ );
```

オブジェクトの配列




```
Character character[]  =  new Character[2];
character[0]           =  new Character( ‘ * ’ );
                          new Character( ‘ - ’ );
```

オブジェクトの配列




```
Character character[]  =  new Character[2];
character[0]           =  new Character( ‘ * ’ );
character[1]           =  new Character( ‘ - ’ );
```