

	OBJECT	ARRAY	ARRAYLIST	
Declare <i>Array Variable</i> of type Dog		Dog[] pets	ArrayList myDogList	Declare an <i>ArrayList Object</i> of type ArrayList
Link (assign) the <i>Array Variable (Reference Variable)</i> to a Created (new) Dog array of x length		pets = new Dog[7]	myDogList = new ArrayList()	Link the ArrayList Object to a Created (new) object of the same type <i>previously declared</i>
Declare a <i>Reference Variable</i>	Dog myDog1			
Link the <i>Reference Variable</i> to a Created (new) object of the same type <i>previously declared</i>	myDog1 = new Dog()	pets[1] = new Dog()	myDogList.add (new Dog())	Add a <i>new object of one type</i> to the ArrayList (ArrayList ONLY can contain objects, not primitives)
The same	myDog2 = new Dog()	pets[2] = new Dog()	myDogList.add (myDog2)	Add a <i>object</i> (previously created) to the ArrayList
The same	myDog3 = new Dog()	pets[3] = new Dog()	myDogList.add (2, myDog3)	Add a <i>object</i> (previously created) to the ArrayList in a <i>desired index position</i>
			myDogList.remove(3)	Removes the <i>object</i> in the index n of the ArrayList
			myDogList.size()	Returns the <i>size</i> of the ArrayList
			Dog myDog1 = (Dog)myDogList.get(1)	Assigns to a declared <i>Reference Variable</i> of a <i>type</i> an object of the <i>same type</i> in the index n of the ArrayList
Call an object <i>instance variable</i>	myDog1.name	pets[1].name	myDog1.name	Call an object <i>instance variable</i>
Call an object <i>method</i>	myDog1.bark()	pets[1].bark()	myDog1.bark()	Call an object <i>method</i>