

**Lab Goal :** This lab was designed to teach you how to use arrays and the enhanced for loop.

**Lab Description :** Add three objects to your scene. Make each of the three objects perform an action. Use the enhanced for loop to make each of the three objects perform the same action.

```
class: MyScene run
class: MyScene constructor X
void run()
current instance of MyScene is referred to as: this
for( Person p : new Person[] { this .borisTheOgre1 , this .borisTheOgre2 , this .borisTheOgre3 } ) {
    p .fallDown() more » ;
}
```

### Starting Scene:



**Files Needed ::**  
arrayA3\_student.a3p

### Ending Scene :

