**TheRandomInstantiator**

**Directions:**

1. Instantiate a new array of Points with a random size from 1-10 (inclusive).
2. Although the array of Points is now instantiated, the Points within the array are not instantiated. Use a for-loop to select three random indices and instantiate the Points at those indices.
3. The Points instantiated in #2 should be instantiated with a random x and y value from 0-4 (inclusive).
4. Loop through the array of Points and print the *toString()* of each Point or *null* if the Point was not instantiated.

Sample Printout)

Index 0: null

Index 1: null

Index 2: (4.0, 3.0)

Index 3: (1.0, 4.0)

Sample Printout)

Index 0: null

Index 1: (4.0, 1.0)

Index 2: null

Index 3: null

Index 4: (0.0, 2.0)

Index 5: null

Index 6: null

Index 7: null

Index 8: (3.0, 3.0)

Sample Printout)

Index 0: (2.0, 1.0)