4.12 ARRAYS

To get elements out of the array, you use aaload. To get the reference to "World" on the stack, use

```
iconst_1 ; Push int 1
aaload ; Load array slot 1
```

Now the memory picture looks like the diagram in Figure 4.10. The top of the stack has been replaced with a reference to the World string.

You can think of an array as being a little like an object whose fields have numbers instead of names. Whenever you store into an array, you must meet the