Vector2D x;

Vector2D Y = new Vector2D(x); 🡨new reference (magnitude of y wont change if x is changed)

Public Vector2D(Vector2D y);

Vector2D X = new Vector2D();

Vector2D X = new Vector2D(1.0,3.4);

Vector2D x = new Vector2D(y)

{ [//Copy](\\\\Copy) Constructor//

Xcomp = y.getxcomp();

Ycomp=y.getycomp();

Magnitude();

}

//Arrays are objects//

Double [] x = new double [10]

X [11] = 5.2 🡨 Will cause a runtime error (11 is not between 0-9)