The difference is that you can modify the cloned object without modifying the original object.

Point p = new Point(1,2);

Point p2 = p.clone();

Point p3 = p;

p2.x = 5;

p3.y = 7;

The change on p3 does feed back to p, while the change on p2 does not.

Let's see how the situation is after the individual statements (assuming 1, 2, 5, 7 would be objects):



