2. i. O  
ii. Not quite

3. O

4. O

5. O

6. O

7. Primitives: Just include var names  
References: O  
Classes: O  
Objects: O

8.i. O  
ii. O  
iii. It's not necessarily dangerous if you know what you're doing, but it's bad practice because the constructor should only do one thing.  
iv. O

10. O

11. O

12. O

13. i. O  
ii. O

14. i. O  
ii. O  
iii. The third would also work for immutable  
iv. O Also, naming the class "ImmutableVector2D"

15. O

17. O

19. O

20. Missing a step