

Figura 5

```

class Circle {
    private float r;
    private Coord c;
    public Circle () {
        r = 1.0;
        c = new Coord(...);
    }
    public static final PI = 3.14;
    public Circle (Circle c) {
        ...
    }
}

```

← deep copy/
shallow copy

```

...
Circle c1 = new Circle();
Circle c2 = new Circle (c1);

```

