# Shallow and Deep copy of a class

Shallow Copy

Shallow repetition is quicker. However, it's "lazy" it handles pointers and references. Rather than creating a contemporary copy of the particular knowledge the pointer points to, it simply copies over the pointer price. So, each of the first and therefore the copy can have pointers that reference constant underlying knowledge.

Deep Copy

Deep repetition truly clones the underlying data. It is not shared between the first and therefore the copy.
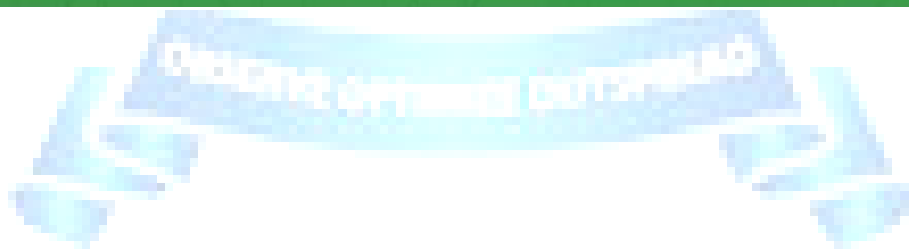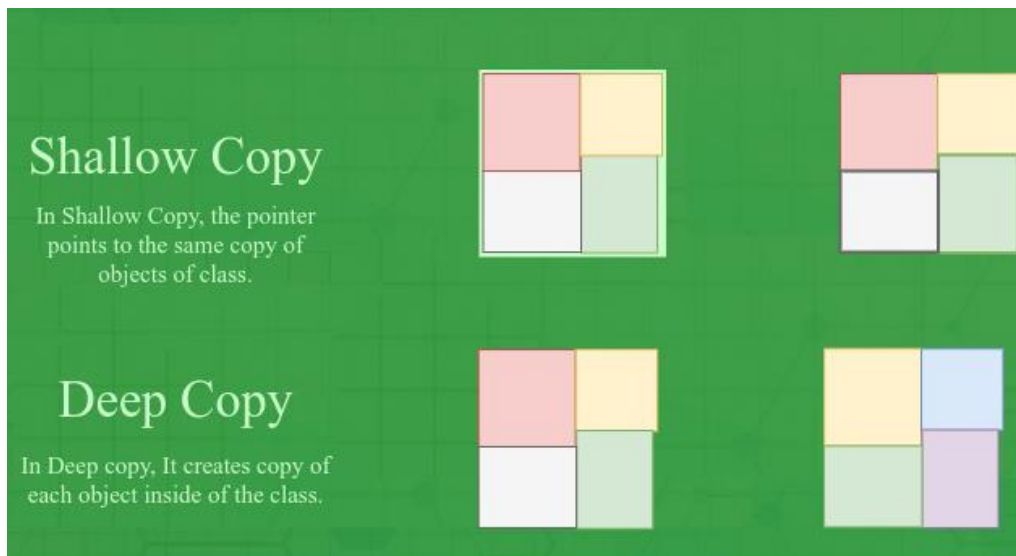
Below is the tabular Difference between the Shallow Copy and Deep Copy

Shallow Copy	Deep Copy
Shallow Copy stores the references of objects to the original memory address.	Deep copy stores copies of the object's value.
Shallow Copy reflects changes made to the new/copied object in the original object.	Deep copy doesn't reflect changes made to the new/copied object in the original object.
Shallow Copy stores the copy of the original object and points the references to the objects.	Deep copy stores the copy of the original object and recursively copies the objects as well.
A shallow copy is faster.	Deep copy is comparatively slower.