World wref = new World();

One line of Java code instructs the computer to do 3 different things:

1. First, make a new World.
2. Set up a variable named wref good for referring to the World objects.
3. Copy (with =) the reference, which locates that new World, from Right to Left into the variable (chunk of memory) named wref.

↑ THIS WAS FROM ASSIGNMENT 01 Quiz questions!

double rate;
rate = sc.nextDouble();

What does the computer do first?
1. Get the next double number input by the user.
2. Copy that number into memory for future use.