

Rust: generics, traits, structs, lifetimes

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Programming Language Concepts

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Tuples & Arrays

Structs

Generics

In C

p is a reference

$(*p).x$

$p \rightarrow x$

Rust "automatically"
dereferences

Trait = Type Class (Haskell) = Interface (Java)

'a - lifetime variable

lifetime is at least 'a