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## [Why does a for loop not require a mutable iterator?](#)

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If I want to consume an iterator by hand, it has to be mutable:

```
let test = vec![1, 2, 3];
let mut test_mut = test.iter();
while let Some(val) = test_mut.next() {
    println!("{:?}", val);
}
```

But I can happily consume it with a `for` loop, even if it's immutable.

```
let test = vec![1, 2, 3];
let test_imm = test.iter();
for val in test_imm {
    println!("{:?}", val);
}
```

I *think* this works because `test_imm` is moved into the `for` loop's block, so `test_imm` can't be used by the outer block any more and is (from the point of view of the outer block) immutable up until the `for` loop, and then it's inaccessible, so it's okay.

Is that right? Is there more to be explained?

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That's exactly right. Since it's moved to the `for` loop, the `for` loop now owns it and can do whatever it wants with it, including "making it" mutable. Consider this analogous example, where we appear to be mutating `xs` despite it being immutable, but really it's because we're moving it, so the new owner is free to do with it whatever it wants, including re-binding it as mutable:

```
let xs: Vec<i32> = vec![1, 2, 3];

fn append(v: Vec<i32>, x: i32) -> Vec<i32> {
    let mut my_v = v;
    my_v.push(x);
    my_v
}

let appended = append(xs, 4);
```

[playground](#)

Note that the function can be made shorter using the `mut` parameter convenience syntax:

```
fn append(mut v: Vec<i32>, x: i32) -> Vec<i32> {
    v.push(x);
    v
}
```

This is more or less explained [in the `iter` module's documentation](#).

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