**[No labs for first part of 2-part lessons]**

Block 1: Control Flow

.

.

.

Lesson 8: Enums – 6.1

Lesson 9: Match (Part 1) – 6.2

* Basic matching
  + Exhaustive
  + Etc.
* Binding

Lesson 10: Match (Part 2) – 18.3

* Patterns

Lesson 11: Advanced Control Flow – 6.3

* If-Let
* While-Let

Block 2: Types

Lesson 12: Structs (Part 1) – 5.1

* Defining types
* Instantiating Types

Lesson 13: Structs (Part 2) – 5.3

* Implementing Types
* Methods & Associated Functions

*PEX 1 (Poker) Due*

Lesson 14: Generics (Part 1) – 10.1

* WTF is a Generic
* Syntax

Lesson 15: Generics (Part 2) – (10.1 & Google)

* Uses
* Practice

Lesson 16: Traits (Part 1) – 10.2

* What is a Trait?
* Syntax

Lesson 17: Traits (Part 2) – (10.2)

* Uses
* Practice

Lesson 18: Lifetimes (Part 1) – 10.3

* Purpose
* Syntax
* Conceptual overview

Lesson 19: Lifetimes (Part 2) – 10.3

* Uses
* Practice

Lesson 20: PEX Workday