# Lesson 2

**Reading:**

* The Rust Programming Language Introduction, Chapter 1, Chapter 2
  + https://doc.rust-lang.org/book/

**Assignments:**

* N/A

**Preflight**:

* Create a simple RUST program that takes user input and handles various data types to demonstrate static typing

**Lesson Goals**:

* Understand the basics of Rust and its syntax.
* Comprehend Rust’s ownership model and its approach to memory safety.

**Motivation:**

* Discuss the advantages of Rust in modern software development, especially for application where performance and safety are critical

**Lecture**:

* Detailed walkthrough of Rust’s installation, basic commands and writing a first program.
* Explanation of Rust’s variable bindings, functions, and control flows

**Lab:**

* Conduct a live coding session to demonstrate Rust’s static typing
* Interactive exercises to reinforce the lecture topics.