### Lesson 9: Match (Part 1)

* **Reading:** “The Rust Programming Language” Chapter 6.2
* **Assignments:** None
* **Preflight:** Students may find this resource helpful: https://doc.rust-lang.org/rust-by-example/flow\_control/match.html
* **Lesson Goals:**
  + Understand basic matching principles and what makes match so powerful
  + Apply match to a variety of scenarios to understand their utility
* **Motivation:** Match is extremely powerful since it not only accounts for all cases but also allows the execution of code upon a successful match. Understanding how to properly utilize match statements is essential as a Rust programmer.
* **Lecture:**
  + Review essential conceptual elements such as match’s exhaustive nature
  + Identify common programmatic scenarios where match would be useful
  + Walk-through a simple example of match being used with a simple enum
* **Lab:** None (Lab coming in part 2)