### Lesson 11: Advanced Control Flow

* **Reading:** “The Rust Programming Language” Chapter 6.3
* **Assignments:** No assignment
* **Preflight:** No preflight is assigned
* **Lesson Goals:**
  + Introduce students to the If-Let syntax and its common use cases
  + Understand when to use match vs. if-let
* **Motivation:** For situations where match would render a too-verbose statement, if-let is a critical tool in a Rust developer’s toolbox.
* **Lecture:**
  + Introduce If-Let syntax
  + Give examples using both match & If-Let statements
* **Lab:** Create a simple rust program that utilizes an enum to demonstrate knowledge of the If-Let syntax and use cases. Also, properly use a match statement to show an understanding of the differences between the two Rust tools.