### Lesson 12: Structs (Part 1)

* **Reading:** “The Rust Programming Language” Chapter 5.1
* **Assignments:** No assignments
* **Preflight:** No preflight is required, but a review of C-style structs may prove helpful.
* **Lesson Goals:**
  + Understand syntactic differences between structs in C and structs in Rust
  + Use structs to define and instantiate user-defined types
* **Motivation:** Structs are a critical element to OOP and Rust
* **Lecture:**
  + Review common uses of structs
  + Overview the Rust-specific syntax for structs
  + Show how Rust structs are defined
  + Walk through a brief example of instantiating a struct in Rust (note key differences between Rust and C syntax-wise).
* **Lab:** Define a struct, instantiate it, and use one of the control flow elements you have learned to manipulate the instance of the struct.