### Lesson 13: Structs (Part 2)

* **Reading:** “The Rust Programming Language” Chapter 5.3
* **Assignments:** PEX 1 due after Lesson 13
* **Preflight:** No preflight due (it may be useful to allow students to ask last-minute questions about the PEX as a preflight activity)
* **Lesson Goals:**
  + Understand and practice implementing types in Rust
  + Create and use methods and associated functions with structs
* **Motivation:** Unlike functions, methods are defined within the context of a struct. Understanding how powerful methods and associated functions are is paramount to efficient and concise Rust programming.
* **Lecture:**
  + Review struct definition and instantiation
  + Clarify the differences between functions and methods
  + Introduce the implementation block & methods
  + Review associated functions and cover the “self” parameter
* **Lab:** Define a struct, instantiate it, and create at least one associated function and method. Then, use one of the control flow elements you have learned to manipulate the instance of the struct.