### Lesson 14: Generics (Part 1)

* **Reading:** “The Rust Programming Language” Chapter 10.1
* **Assignments:** PEX 1 Due
* **Preflight:** Google search generics as necessary and observe examples in other languages. (It may be helpful to allow/require students to define generics in their own words as a preflight activity).
* **Lesson Goals:**
  + Understand what a generic is (language-agnostic)
  + Apply generics (conceptually) to common programming problems
  + Understand Rust generic syntax
* **Motivation:** Generics are frequently utilized in Rust and serve as definitions for items that can be used with many different concrete data types. It is essential that students have a solid foundational knowledge of how generics are used in computer programming to that they are better equipped to be flexible developers in Rust.
* **Lecture:**
  + Spend ample time covering generics in general (non-specific to Rust)
  + Introduce Rust-specific generic syntax
  + Show common uses of generics in Rust & justify why a generic is the best fit
* **Lab:** Lab for Lesson 15