### Lesson 15: Generics (Part 2)

* **Reading:** “The Rust Programming Language” Chapter 10.1 & Google research as necessary
* **Assignments:** No assignment
* **Preflight:** Students may find it helpful to submit simple generic definitions for practice
* **Lesson Goals:**
  + Evaluate when generics are most appropriate to be used
  + Apply generics to solve common problems
* **Motivation:** Understanding generics is crucial, but creating and using generics is even more important.
* **Lecture:**
  + Review Rust syntax and use cases for generics
  + Play a “Generic / Not Generic” game to illustrate the common use cases of generics
* **Lab:** Create a generic and have it interact with various concrete data types.