### Lesson 16: Traits (Part 1)

* **Reading:** “The Rust Programming Language” Chapter 10.2
* **Assignments:** No assignment
* **Preflight:** No preflight assigned but it may be helpful to understand interfaces from other languages
* **Lesson Goals:**
  + Understand the interaction between traits and methods
  + Apply traits to “group together” methods
* **Motivation:** Traits are used to define shared behavior in an abstract way. They require a solid understanding of structs and methods but provide a great deal of flexibility when dealing with multiple structs.
* **Lecture:**
  + Discuss the common use cases of traits and why they exist
  + (Optional: *Briefly* discuss interfaces so students have more context and how traits relate)
  + Give examples of structs, methods, and traits and how they interact
* **Lab:** Lab due Lesson 17