### Lesson 17: Traits (Part 2)

* **Reading:** “The Rust Programming Language” Chapter 10.2
* **Assignments:** Review traits from previous lesson & look ahead to PEX 2
* **Preflight:** Review previous lesson (It may be helpful to have students contrive an example of when a trait would be useful as a preflight activity).
* **Lesson Goals:** 
  + Understand when traits should be used
  + Apply traits to structs, methods, and associated functions
* **Motivation:** Practice makes perfect and traits require a grasp on shared, abstract functionality that may be difficult to intuitively grasp. Practice is essential to be comfortable associating methods and gaining an intuitive knowledge about when traits should be used.
* **Lecture:**
  + Review the syntax and general concepts of traits
  + Allow ample time for examples and questions
  + Walk through the sections of Chapter 10.2
* **Lab:** Create multiple structs (can reuse from previous labs) and use traits to define simple, shared behavior.