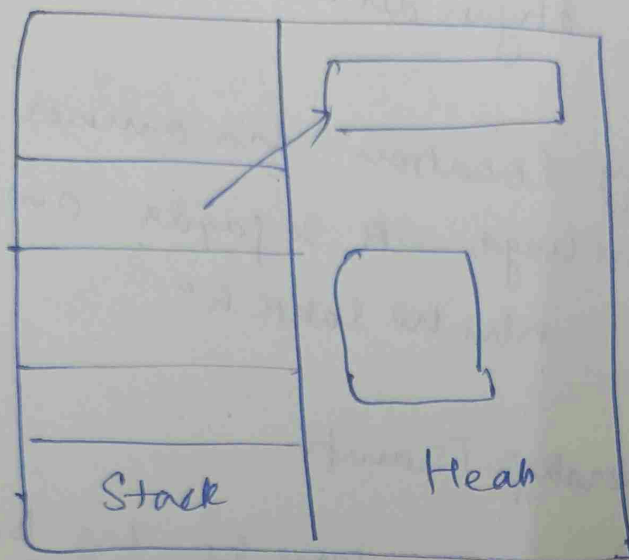


# Lec 01 - Introduction to Rust

C++ → new/delete



java/js/python → inke later care h "garbage collector"

Koi bhi data  
jo aage use ni hoge  
use delete  
kar deta h

inke karan se

C, C++ fast hote h kyunki

unme hume khud  
delete करना पड़ता h,

garbage collector program rok

kege use dekhta ki kaisa  
sa memory aage use hoge  
ya ni

Rust  $\rightarrow$  jo C, C++ jitni fast hojaye aur  
mai memory allocation pe  
dhyan de.

"ek memory location ka owner  
ek hi hoga, ek se jyada owner  
nhi ho sakte h"

Rust: Ownership Transfer

(I) Read  $\rightarrow$  mai isse ko in baat ka  
ownership de raha ki tu  
in data ko read kar  
sakta hai  
(Tum khud logo  
kodiga  
jna sakte h)

(II) Read and Write 'kisi aur ko  
(Only one owner) ownership  
de dena ki wo  
read and write  
kar sakta h.