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   The utilization of Rust in my final project was pretty contingent on the use of the Cocoon/Sesame library which I was unable to actually implement due to version issues. Although this made it so that my project is no longer unique to Rust, I was able to gain a great deal of experience in making a somewhat full stack Rust program utilizing many other crates that I was not previously familiar with such as Rocket, Tokio, regex, ect. The use of Rust didn't necessarily make it any easier to enforce privacy policies, but had benefits such as its ownership/borrowing model and memory safety. Furthermore, Rust being strongly typed and having a fantastic error handling system allowed me to really focus on making strong code that handled even minor errors and data structures correctly. As someone who was new to Rust coming into this class, the learning curve was definitely vast. I was appreciative that I was able to draw logical experience from other classes like CS320, but programming in the language itself was very challenging for me due to the learning curve that comes with a language like Rust. Although I am not the most confident or experienced with Rust, I drew from my logical knowledge from programming in other classes as well as the knowledge I have with general full stack programming and databases to build a solid outline which set me up for success in regards to the programming portion of this assignment. Overall I am happy with what I learned about Rust and the outcome of this project.