

Rust Memory Container Cheat-sheet

(†3): Choose `RefCell` if you want plain `&` references to the contained data. On the other hand, `Cell` will need `Copy` or `replace` and move operations.

(†1): `mut T` is not a Type, this suggestion means to “be use the `mut` keyword like a `let **mut** x: T` for your binding if it needs mutability”.

(†2): `bool|int` means to “Boolean or Integral” that is Bool, I8, I16, I32, I64, Isize, U8, U16, U32, U64, Usize and Ptr.

<immutable>
→ $\&T \approx *const T$
<mut> (†1)
→ $\&mut T \approx *mut T$ (†1)
<&ref | *deref>

