Assignment # 1

1. Define Generic types in your own words?

Generic is something like placeholders which can handle any datatype which is given to them. If we pass a data with a datatype suppose i32, that generic type will set it self for i32. If we want to pass two different datatypes in one struct, you will define different Generic type. For two data types (i32, f64), <T, U>.

1. List three scenarios where using generic types will be helpful compared to using  
   concrete types?
2. Different type of user input
3. Different data type from sensors
4. Receiving and handling unknown data from a cellular mobile network
5. Rewrite the given Struct Car with 3 parameters of generic types T,U,Y

struct **Car** <**T**,**U**,**Y**>{

    make:**T**,

    length:**U**,

    width:**Y**,

}