Generics

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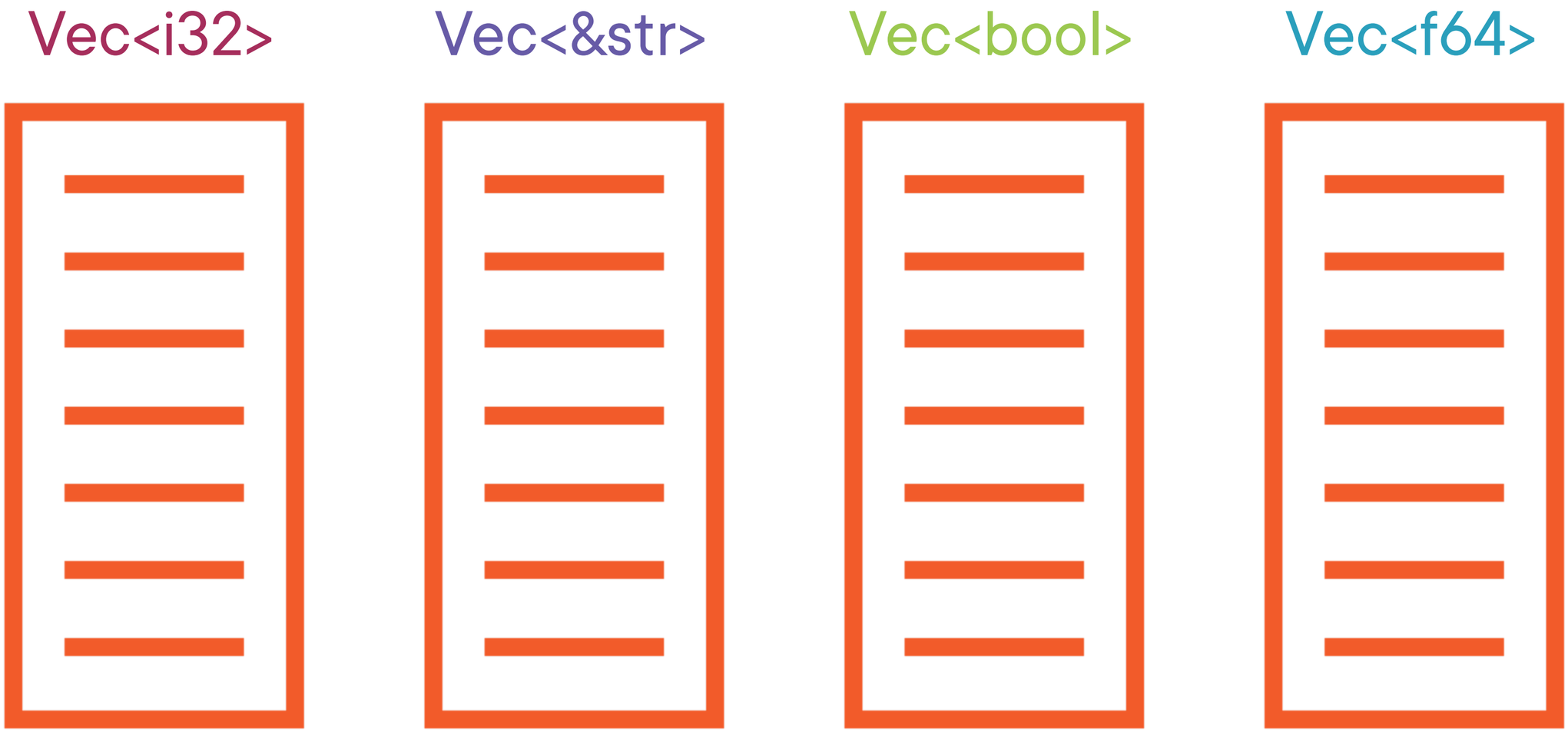
Vec<i32>
Vec<&str>
Vec<bool>
Vec<f64>

Vec<T>

Overview

Generic Types

Constraints

Generic Data Types

Generic Types

```
integer vector = Vec<i32>
string vector  = Vec<String>
float vector   = Vec<f64>
```

Generic Types

```
integer vector = Vec<i32>
string vector  = Vec<String>
float vector   = Vec<f64>
```

```
generic vector = Vec<T>
```

Lifetime and Generic

How to use both a lifetimes and generic types

Separate

```
fn lifetime<`a>(p1: &`a i32) {}

fn generic<T>(p1: T) {}
```

Both

```
fn both<`a, T>(p1: T, p2 &`a i32)
```