```
var numbers = [1, 2, 3]
var iterator = numbers.makeIterator()
numbers = [6, 7, 8]
```

```cpp
auto numbers = std::vector { 1, 2, 3 };
auto cursor = flux::first (numbers);
numbers = std::vector { 6, 7, 8 };
```
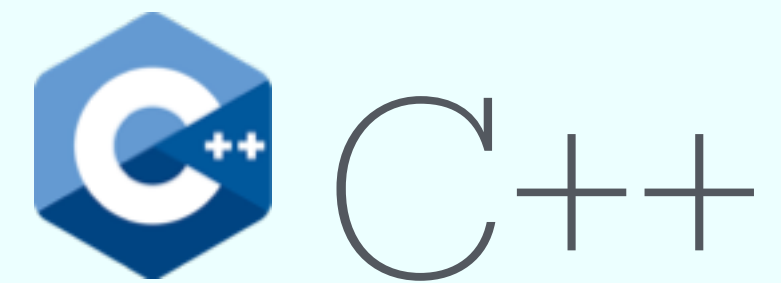
1
2
3

6
7
8

C++

Which is correct?

Swift

```swift
var numbers = [1, 2, 3]
var iterator = numbers.makeIterator()
numbers = [6, 7, 8]
```

```
1
2
3
```

C++

```cpp
auto numbers = std::vector { 1, 2, 3 };
auto cursor = flux::first (numbers);
numbers = std::vector { 6, 7, 8 };
```

```
6
7
8
```

Which is correct?

Rust

Type	Static type system
Bounds	Checked
Lifetime	Enforced borrow checker
Initialisation	Enforced
Arithmetic	Checked/defined
Thread	Enforced sync/send & BC
Definition	Modules