Rust

- **Pros:**

- Memory & thread safe

- Almost completely statically enforced

- Sensible defaults (checked bounds and arithmetic*)

- **Cons:**

- Completely new language

- Lots of keywords and annotation

- "Fighting the borrow checker"

- C++ interop not great

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

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Law of Exclusivity