Option<T>

is_some	->	bool
Some(_)	->	true
None	->	false

is_none	->	bool
Some(_)	->	false
None	->	true

unwrap	->	T
Some(t)	->	t
None	->	panic!()

unwrap_or	->	T
Some(t)	->	t
None	->	*default*

unwrap_or_else	->	T
Some(t)	->	t
None	->	*default()*

expect	->	T
Some(t)	->	t
None	->	panic!(*msg*)

map	->	Option<U>
Some(t)	->	*f(*t*)*
None	->	None

map_or	->	U
Some(t)	->	*f(*t*)*
None	->	*default*

map_or_else	->	U
Some(t)	->	*f(*t*)*
None	->	*default()*

and	->	Option<U>
Some(_)	->	*optb*
None	->	None

and_then	->	Option<U>
Some(t)	->	*f(*t*)*
None	->	None

or	->	Option<T>
Some(_)	->	self
None	->	*optb*

or_else	->	Option<T>
Some(_)	->	self
None	->	*optb()*