4. Understanding Ownership

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* Ownership = Managing allocation and freeing heap-stored data during compile-time in Rust.
* Rule =

1. When variable assigned with heap-stored data, that variable own it.

2. After get out of scope where variable assigned, the variable loose ownership and free the data.

3. Every data cannot be owned by more than two variables in same scope.

* Move = Pass the ownership to another variable. Use if we need to do ‘write’
* Borrow = Give access to data without ownership. Use if we only need to do ‘read’