

Introductory Rust 2026 - Lab 4: Traits, Generics, Iterators

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Lab Goals

1. Write reusable generic helpers.
2. Implement traits for custom types.
3. Use iterator pipelines for deterministic transformations.

Exercises

1. Implement generic ‘`top_n`’ helper with trait bounds.
2. Add trait ‘`Score`’ for two domain structs.
3. Build pipeline using ‘`filter`’, ‘`map`’, ‘`fold`’ and compare with loop-based version.