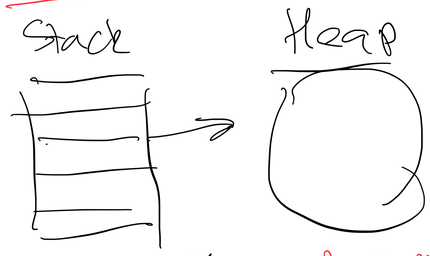
Rust Ownership 101



Data with unknown size at compile time or a size that might change must be stored on the heap.

- each value has an owner
- there can be only 1 owner at time
- when owner goes out of scope, the value will be dropped

```
let s1 = String::from("hello");
let s1 = s2;
```

String Type vs String Literal

String Literal:

- we know the content at compile time, so the text is hardcoded
- this is why string literals are fast and efficient
- but this is only because string literal's are immutable

String Type:

- We can't put a blob of memory into the binary for each piece of text whose size is unknown at compile time and whose size might change at runtime.