Rust Programming

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Roadmap

- ▶ Introduction
- ▶ The stack and the heap
- ▶ Variable lifetimes and scope
- ▶ References
- ▶ Safety

Introduction	Variable lifetimes and scope	References	Safety
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Rust Concepts

- ▶ Enums
- ▶ Structs
- ▶ Traits
- ▶ Lifetimes
- ▶ Generics
- ▶ Primitives
- ▶ References and borrowing

The Stack

The Heap