

# 變數

var, const, let...let!

TypeScript

```
var a = 1;  
const b = 2;  
let c = 3;
```

Rust

```
let a = 1;  
let b = 2;  
let mut c = 3; // mutable
```

# 陣列

## []...vec![]

TypeScript

```
const arr = [1, 3, 2023];  
const arr2 = new Array();
```

Rust

```
let arr = vec![1, 3, 2023];  
let mut arr2 = Vec::new(); // mutable
```