泛型 1
Generic Type Part I

Rust

```rust
struct MyStruct<D> {
    pub data: D,
}

impl<D> MyStruct<D> {
    pub fn new(data: D) -> Self {
        Self { data }
    }
}

let my_struct = MyStruct::<String>::new("MWC 2023!");
// => let my_struct = MyStruct::new("MWC 2023!");
```

```rust
struct MyStruct<D> {
    data: D,
}

impl<D> MyStruct<D> {
    pub fn new(data: D) -> Self {
        Self { data }
    }
}

▶ Run | Debug
fn main() {
    let _my_struct_i32: MyStruct<i32> = MyStruct::new(data: 10);
    let _my_struct_str: MyStruct<&str> = MyStruct::new(data: "Hello, MWC 2023!");
    let _my_struct_str: MyStruct<String> = MyStruct::new(data: "Hello, MWC 2023!".to_string());
}
```