介面
Interface? Trait!

Rust

```rust
trait Bar {
  fn update(&self, data: MyData) -> MyOutput;
}

struct Foo;

impl Bar for Foo {
    fn update(&self, data: MyData) -> MyOutput {
        MyOutput { … }
    }
}
```

泛型 1
Generic Type Part I

TypeScript

```
class MyClass<D> {
  public data: D;

  constructor(d: D) {
    this.data = d;
  }
}

const myClass = new MyClass<string>("MWC 2023!");
// => const myClass = new MyClass("MWC 2023!");
```