


```
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());  
}
```

小精靈好讀版

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    ... data: D,  
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}
```

泛型 2

Generic Type Part II

```
interface Bar<T> {  
    get(): T;  
}
```

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

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

```
    get(): D {  
        return this.data;  
    }  
}
```

TypeScript