

# 物件

## Object? Struct!

TypeScript

```
type Point = {  
  x: number,  
  y: number,  
};
```

```
let p: Point = {  
  x: 1.1,  
  y: 1.5,  
};
```

Rust

```
struct Point {  
    x: f32,  
    y: f32,  
}
```

```
let p = Point {  
    x: 3.3,  
    y: 1.6  
};
```

# 類別

## Class? Struct!

TypeScript

```
class Foo {  
  public name: string;  
  
  constructor(name: string) {  
    this.name = name;  
  }  
  
  getName(): string {  
    return this.name;  
  }  
}  
  
const foo = new Foo("Duye");
```