

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
```

if...else

...

TypeScript

```
let a;  
  
if (x) {  
    a = "good";  
} else {  
    a = "bad";  
}
```

Rust

```
let a = if x {  
    "good"  
} else {  
    "bad"  
};
```