# 函式
## Function? Fn!

TypeScript

```typescript
function foo(a: number, b: number): number {
  return a + b;
}
```

Rust

```rust
fn foo(a: i32, b: i32) -> i32 {
    a + b
}
```

# 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
};
```