```rust
trait Bar<T> {
    fn get(&self) -> &T;
}

2 implementations
struct MyStruct<D> {
    pub data: D,
}

impl<D> MyStruct<D> {
    pub fn new(data: D) -> Self {
        Self { data }
    }
}

impl<D> Bar<D> for MyStruct<D> {
    fn get(&self) -> &D {
        &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());
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小精靈好讀版

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來點實驗