

“string”!=string

Type &str == String



感謝小精靈的努力

“String” != String

Type &str != String

```
fn show(s: String) {  
    println!("{}", s)  
}
```

```
let my_str = “MWC 2023”;
```

```
show(my_str);
```

```
| show(my_str);  
| ---- ^^^^-- help: try using a conversion method: `.to_string()`  
| |  
| | expected `String`, found `&str`  
| arguments to this function are incorrect
```

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How We See Strings

Rust

TypeScript

