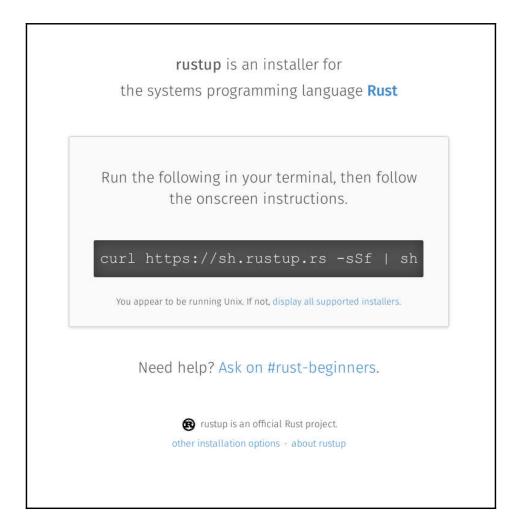
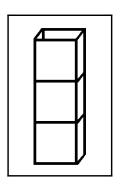
Chapter 1: Getting Ready



Chapter 3: The Big Ideas – Ownership and Borrowing





Chapter 4: Making Decisions by Pattern Matching

Chapter 5: One Data Type Representing Multiple Kinds of Data

```
Trait object-style driving directions:
Go forward 5 blocks
Turn slightly left
Go forward 1 blocks
Turn right
Go forward 2 blocks
You have reached your destination
Turn 180 degrees
Go forward 2 blocks
Turn left
Go forward 1 blocks
Turn slightly right
Go forward 5 blocks
```

Chapter 6: Heap Memory and Smart Pointers

```
["Ada", "Mel", "Ada", "Ada", "Mel", "Ada", "Mel"]

Remove which: 3
["Ada", "Mel", "Ada", "Mel", "Ada", "Mel"]

Remove which: 5
["Ada", "Mel", "Ada", "Mel", "Ada"]

Remove which: 2
["Ada", "Mel", "Mel", "Ada"]

Remove which: 3
["Ada", "Mel", "Mel"]

Remove which: 2
["Ada", "Mel"]

Remove which: 1
["Ada"]

Remove which: 0
```

Chapter 7: Generic Types