Traits in Rust
Traits Overview

- **Traits** allow us to abstract behavior that types can have in common
  - In situations where we use *generic type parameters*, we can use *trait bounds* to specify that the *generic type* must implement a trait

- Traits are a bit like *Java interfaces*
  - But we can implement traits over any type, anywhere in the code, not only at the point we define the type
Defining a Trait

- Here is a trait with a single function

```rust
pub trait Summarizable {
    fn summary(&self) -> String;
}
```

- Specify `&self` for “instance” methods
  - Note: can also specify “associated” methods
    - Like `static` methods in Java

- Equivalent in Java:

```java
public interface Summarizable {
    String summary();
}
```
Implementing a Trait on a Type

```rust
impl Summarizable for (i32,i32) {
    fn summary(&self) -> String {
        let &(x,y) = self;
        format!("{}",x+y)
    }
}
fn foo() {
    let y = (1,2).summary(); //"3"
    let z = (1,2,3).summary(); //fails to
} //typecheck
```
Default Implementations

• Here is a trait with a default implementation

```rust
pub trait Summarizable {
    fn summary(&self) -> String {
        String::from("none")
    }
}
```

```rust
impl Summarizable for (i32, i32, i32) {}
```

```rust
fn foo() {
    let y = (1, 2).summary(); // "3"
    let z = (1, 2, 3).summary(); // "none"
}
```
Trait Bounds

- With generics, you can specify that a type variable must implement a trait

```rust
def fn notify<T: Summarizable>(item: T) {
    println!("Breaking news! {{}}", item.summary());
}
```

  - This method works on any type `T` that implements the `Summarizable` trait

- Can specify multiple Trait Bounds using `+`

```rust```
fn foo<T: Clone + Summarizable>(...) -> i32 {...} or
fn foo<T>(...) -> i32 where T: Clone + Summarizable {...}
```
Standard Traits

• We have seen several standard traits already
  – `Clone` holds if the object has a clone() method
  – `Copy` holds if you can copy it
    • I.e., it’s a primitive
  – `Deref` holds if you can dereference it
    • I.e., it’s a reference

• There are other useful ones too
  – `Display` if it can be converted to a string
  – `PartialOrd` if it implements a comparison operator
Putting all Together

- Finds the largest element in an array slice
  - Generic in the type \( T \) of the contents of the array

```rust
fn largest<T: PartialOrd + Copy>(list: &[T]) -> T {
    let mut largest = list[0];
    for &item in list.iter() {
        if item > largest {
            largest = item;
        }
    }
    largest
}
```

Requires `PartialOrd` trait

Requires `Copy` trait
Putting all Together

• Finds the largest element in an array slice
  – Generic in the type `T` of the contents of the array

```rust
fn largest<T: PartialOrd + Copy>(list: &[T]) -> T {
    ...
}
fn main() {
    let number_list = vec![34, 50, 25, 100, 65];
    let result = largest(&number_list);
    println!("The largest number is {{}, result);  
    let char_list = vec!['y', 'm', 'a', 'q'];  
    let result = largest(&char_list);
    println!("The largest char is {{}, result);  
}

prints The largest number is 100
The largest char is y
Notes

• Trait implementations can be generic too

```rust
pub trait Queue<T> {
    fn enqueue(&mut self, ele: T) -> (); ... 
}
impl <T> Queue<T> for Vec<T> {
    fn enqueue(&mut self, ele:T) -> () {...} ...
}
```

• Generic method implementations of structs and enums can include trait bounds
  – Will talk about structs and enums later