

**COMP 333
Summer 2024**

Heap Allocation and Generics in Rust

1.a.) Define an `enum` named `IntList` which encodes a singly-linked list of 32-bit signed integers, using the same `cons/nil` structure that we used in assignment 1. For the `cons` case, the rest of the list will need to be heap-allocated via `Box`.

1.b.) Using the definition from 1.a., create a list containing 1, 2, and 3, in that order.

1.c.) Using the definition from 1.a., write a `length` method that will take a reference to an `IntList`, and will return the length of the `IntList`. The length should be represented with a 64-bit unsigned integer.

2.a.) Define an `enum` named `List`, which has the same structure as `IntList` from 1.a., but will work with a generic type `A` instead of an integer.

2.b.) Define a `prepend` method for `List`, which will take ownership over a `List` instance, as well as an element `e` of the same type that the list contains. `prepend` will return a `List` that starts with `e`, and is followed by the rest of the elements in the list. Example usage is below:

```
// creates the list [3, 2, 1]
let list: List<i32> =
  List::Nil.prepend(1).prepend(2).prepend(3);
```

2.b.) Define a `head` method for `List`, which will return either a `Some` holding a reference to the first element of the `List` (for a `Cons`), or a `None` if the list is `Nil`. `head` should not need ownership over the `List`, only a reference to the `List`.