


```
let mut v: Vec<i32> = vec![1,2,3];  
let i: &i32 = &v[1];  
v.push(4);  
v.push(5);  
println!("{}", i);
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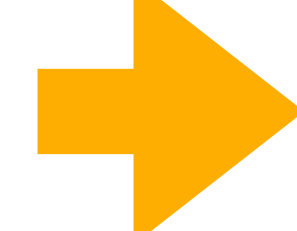
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NOT ALLOWED

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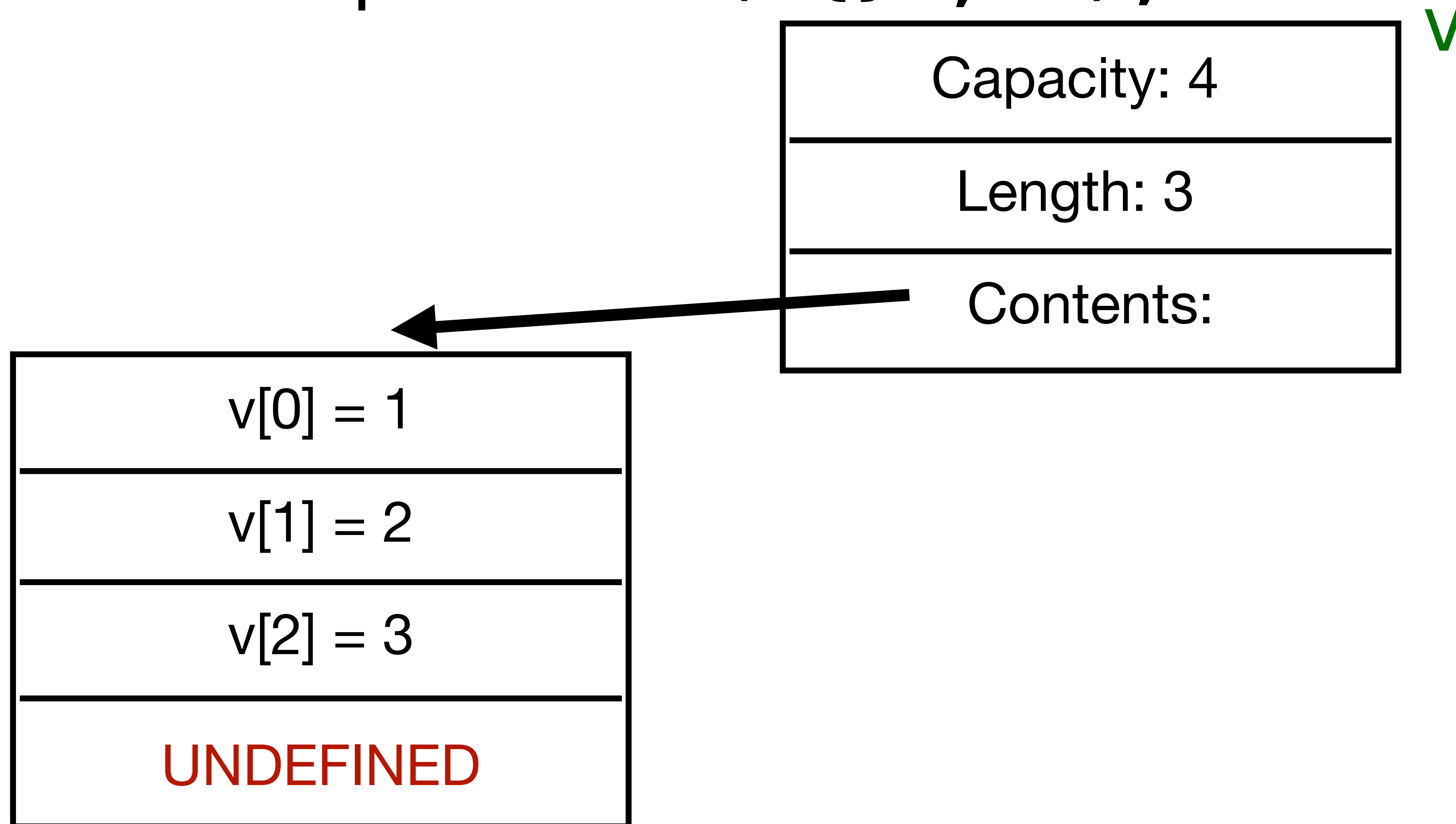
NOT ALLOWED

But why?

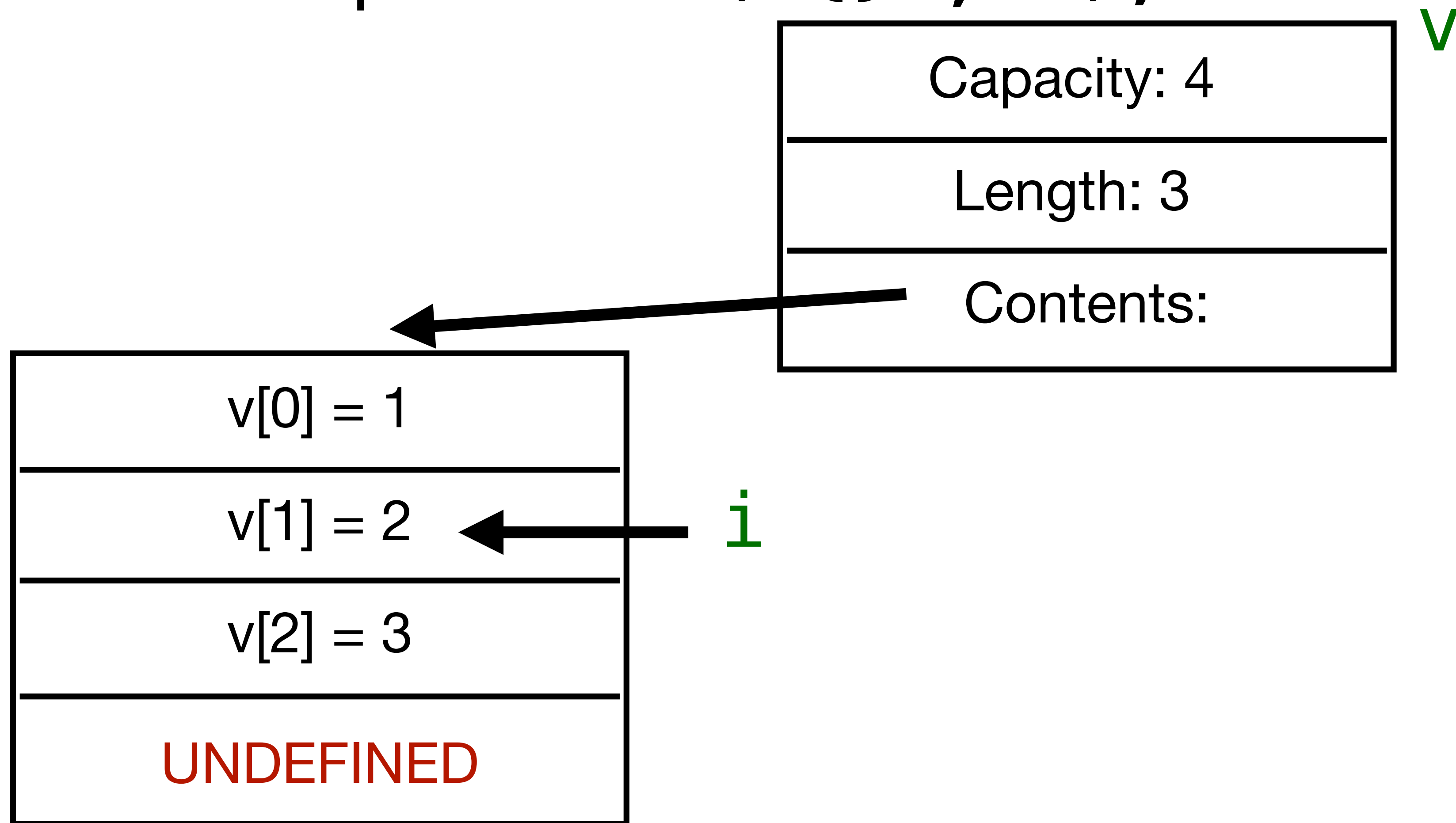


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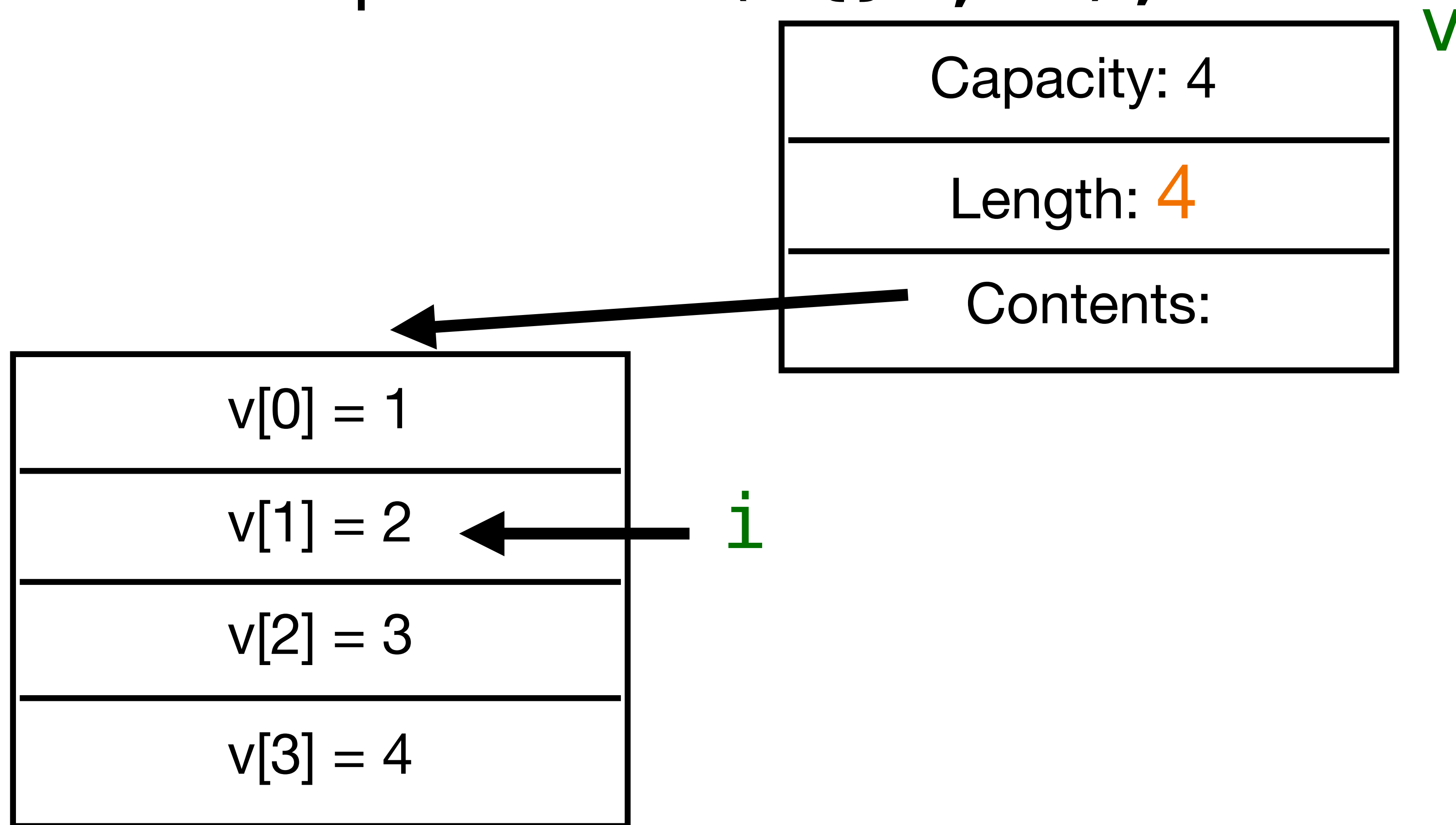
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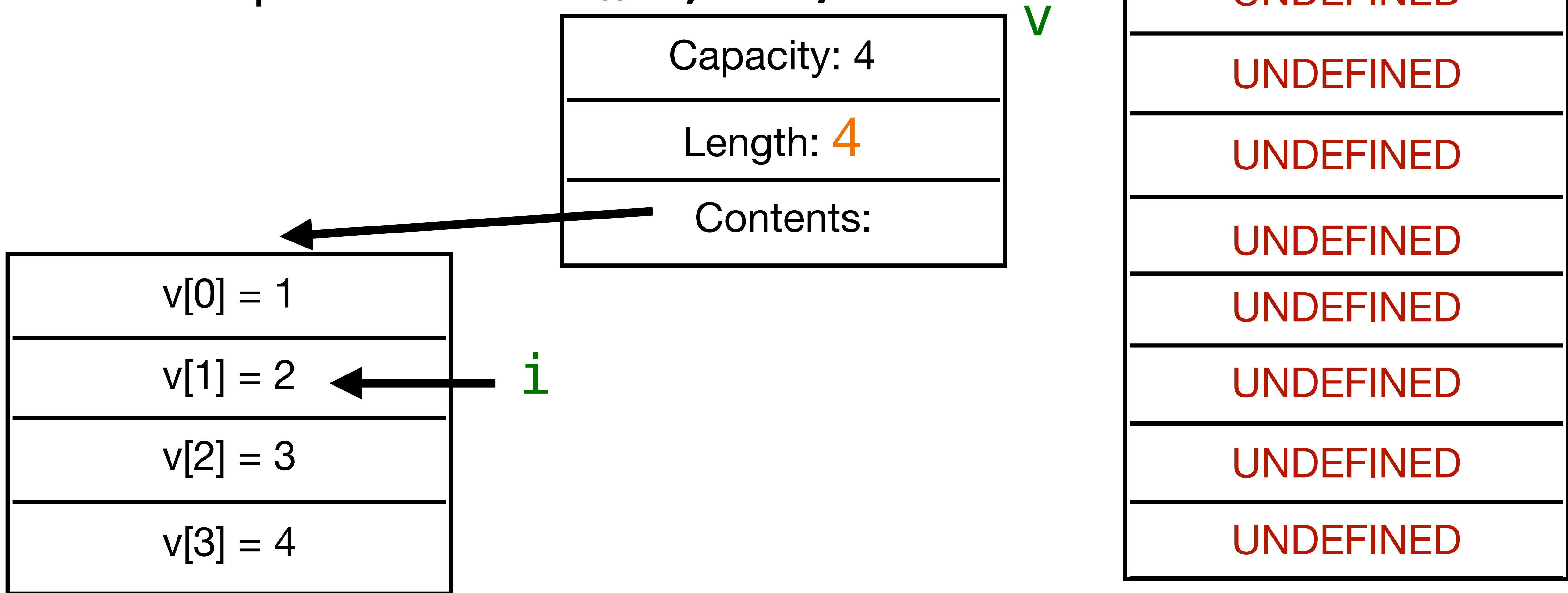
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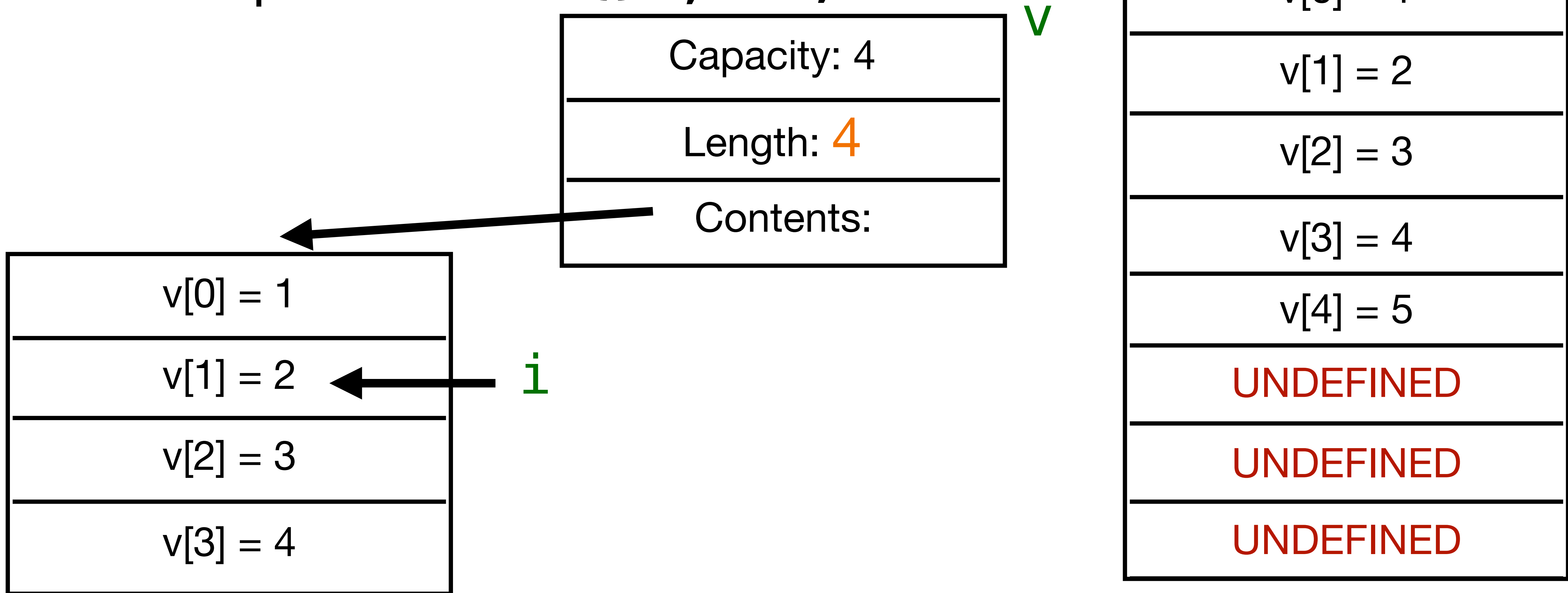
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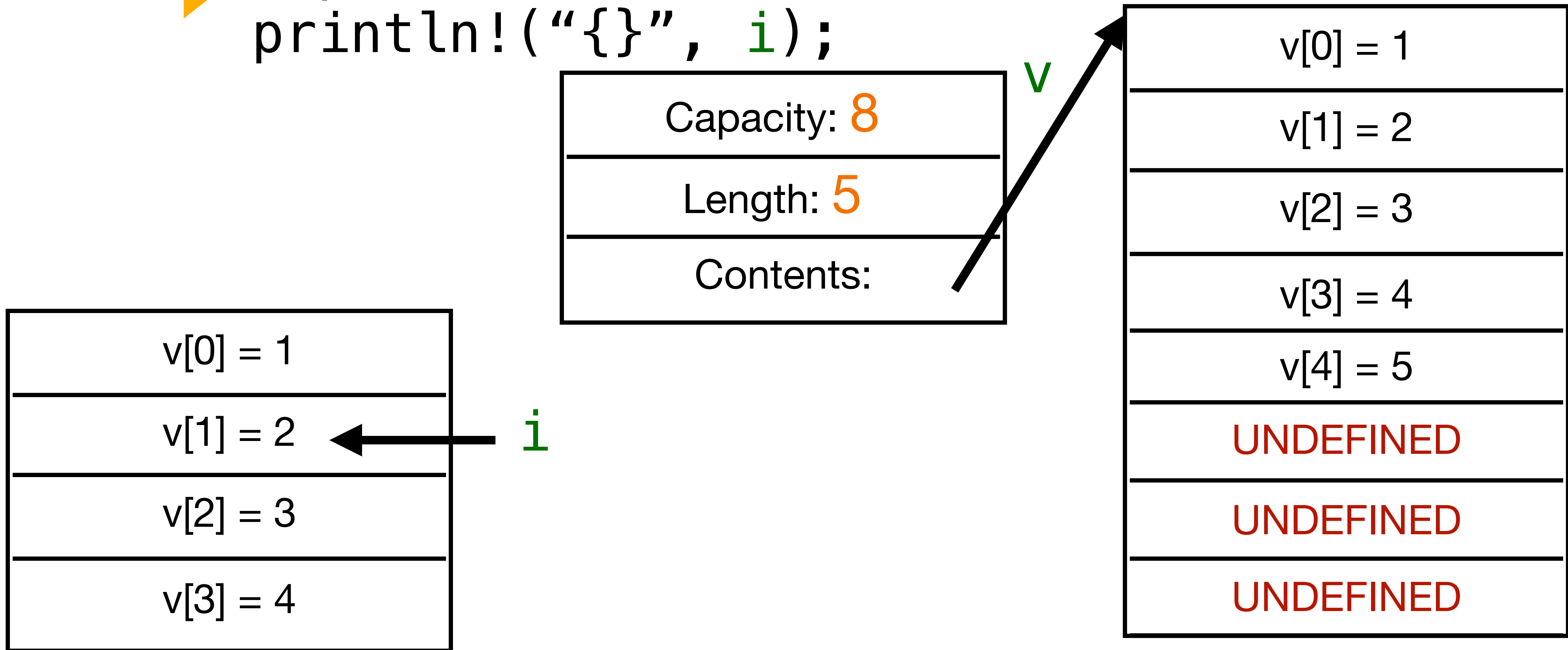

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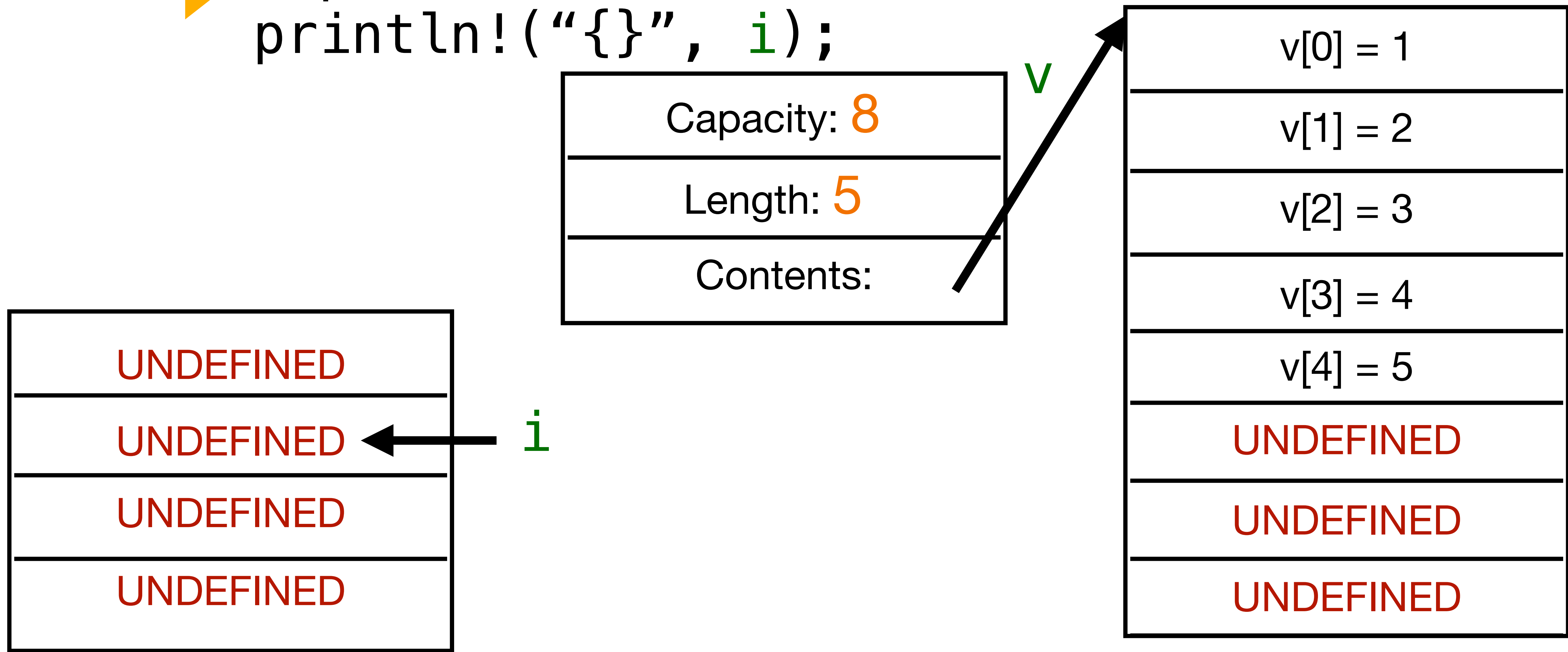
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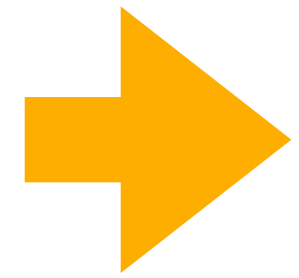
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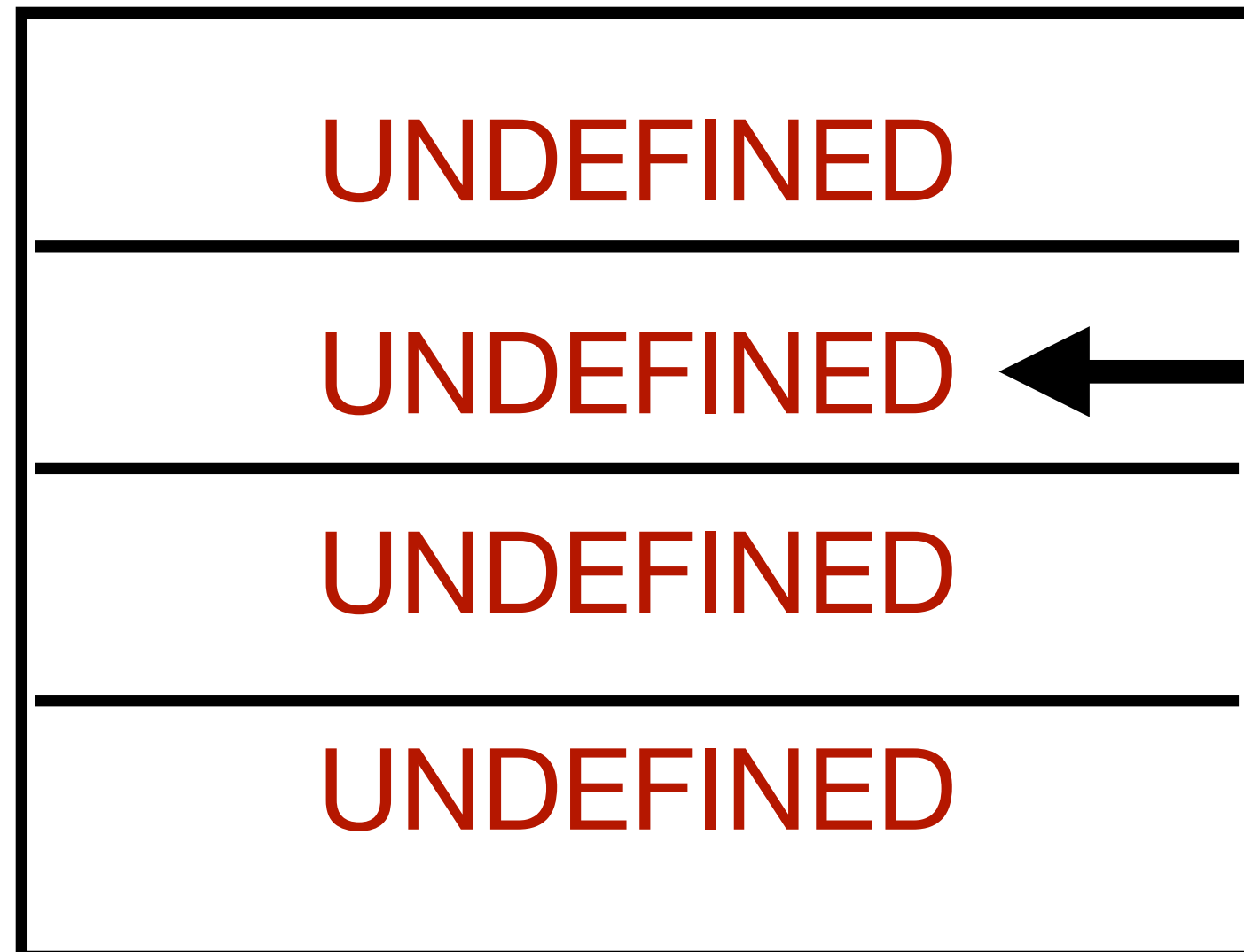
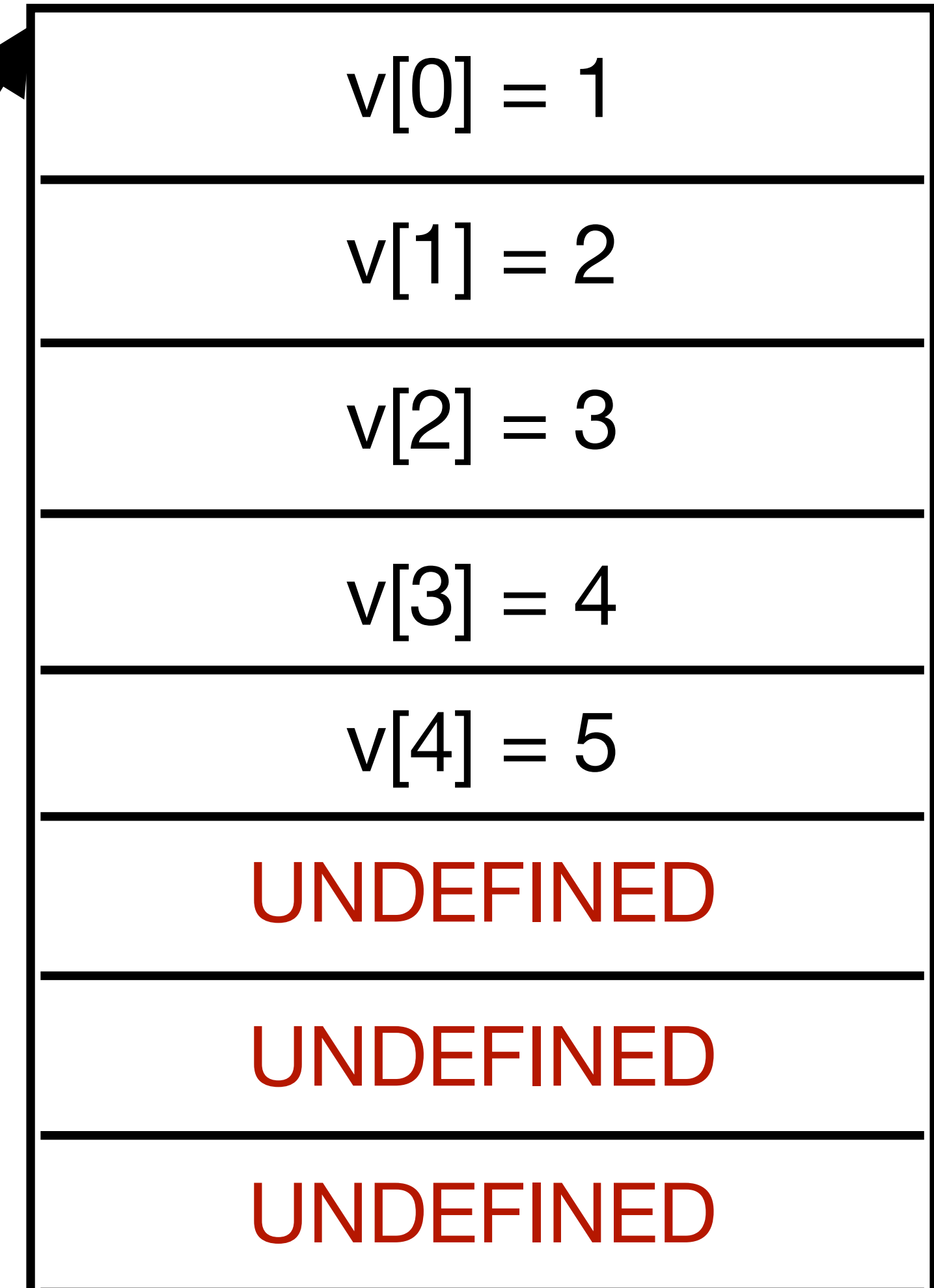
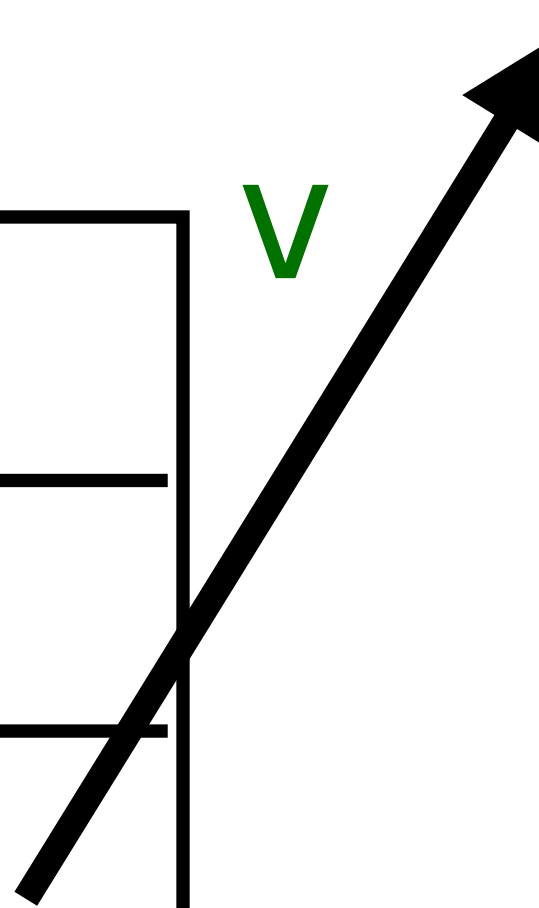
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v



i



USE
AFTER
FREE