Implementing a Linked List

help

zwarag March 14, 2023, 10:05pm 1

I'm learning rust and after my first program[1] I continue with some simple data structures. So I decided to implement a simple linked list[2].
Naturally, I since I need the last element for other functions, I thought about creating a function that returns the last element in the list[3]. Which in my head should work, but the compiler says I'm wrong
Apparently, I just can't return `self` because I borrow it for the `match`. Is it generally a bad idea to want to change the data I'm matching from? This would happen with Tree structures too, so I'm a bit baffled.

[1] Requesting a Code Review
[2] Rust Playground
[3] Rust Playground

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It's a known shortcoming of the current borrow checker.

Here's one workaround.

Incidentally:

- Learning Rust with pointer-based data structures is a poor fit. (Example 3)
- For linked lists in particular, see this series.

4 Likes

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