

## [The confusion for newcomers with Rust Development given they have worked in other languages](#)

help

[sahilmaddi](#) January 19, 2025, 2:39am 1

In rust we have to use i32, i64 for defining the data type instead of like int in Java/C/C++ or auto-detecting in python is there any way to understand this easily or is it something considered to be a problem only for newcomers. Will it be easy to handle with experience?

```
let a: i32 = 100;
```

[Kyllingene](#) January 19, 2025, 2:44am 2

The different integer types aren't very unusual once you get used to them. Is there a particular point of confusion we could help clarify?

2 Likes

[sfackler](#) January 19, 2025, 2:49am 3

Java, C, and C++ all have integer types of different sizes just like Rust. They just have different names.

8 Likes

[binarycat](#) January 19, 2025, 3:01am 4

C also has the uintXX\_t types that are exactly the same as rust's uXX types.

1 Like

[collinvandyck](#) January 19, 2025, 4:44am 5

Rust also has usize and isize if you don't need to be explicit about the width.

2 Likes

[scottmcm](#) January 19, 2025, 5:31am 6

sahilmaddi:

instead of like int in Java/C/C++

You mean "like short and int and long and ... in Java/C/C++".

Also types like char that are very different between those languages.

[jumpnbrownweasel](#) January 19, 2025, 5:52am 7

sahilmaddi:

is there any way to understand this easily

Does this [section of the Rust book on integers](#) help?

So how do you know which type of integer to use? If you're unsure, Rust's defaults are generally good places to start: integer types default to i32. The primary situation in which you'd use isize or usize is when indexing some sort of collection.

[ZiCog](#) January 19, 2025, 8:11am 8

I'm curious, what programming languages don't have a selection of different number types for different sizes of signed integers, unsigned integers and floating point numbers?

The only ones I can think of are old Javascript, before it got BigInts and typed buffers. Even old Javascript made a distinction between 64 bit floats and 32 bit integers, in its own way. Or old style BASIC back in the 1980's. Oh, and the simple language I wrote a toy compiler for once that only had 32 bit integers.

1 Like

[RustyJoeM](#) January 19, 2025, 8:21am 9

it is also possible that OP means explicit type annotations in general, but used integers as example from some introductory book snippets... If this is the case, to answer such question - specific types have to be there in the end everytime, but many times compiler can "guess"/identify these from context (if possible) and you dont need to write them yourself into code...

1 Like

[Kyllingene](#) January 19, 2025, 4:01pm 10

At first I thought the same, but in Java/C/C++, you do have to use type annotations. Unless they mean the very specific corner case where you have to specify the type of a variable because it gets used later on in an ambiguous fashion.

[Jesper](#) January 19, 2025, 4:24pm 11

sahilmaddi:

In rust we have to use i32, i64 for defining the data type instead of like int in Java/C/C++ or auto-detecting in python

Python is different from the others - the integers you see there are "BigInts" - they are nice because they never overflow. The price for that of course is they don't have a fixed size.

If you are looking for something like that in rust, take a look at the [bigint crate](#).

[system](#) Closed April 19, 2025, 4:25pm 12

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