RUST COMMUNITY

MONTH 1

Week 1 — INTRODUCTION

Day 1-3 Basic concepts
Day 4-6 Borrowing

Week 2 — RUST ESSENTIALS

Day 1-3 Data Structures like struct, enums
Day 4-6 Pattern Matching & Error Handling

Week 3 — CONCURRENCY & MULTITHREADING

Day 1-3 Threads and Concurrency
Day 4-6 Asynchronous and Async/Wait

Week 4 — ROOKIE PROJECT

Day 1-7 Project using what we have learned

RUST COMMUNITY

MONTH 2

Week 1 RUST INTERMEDIATE

Day 1-3 Traits, generics, and associated functions.

Day 4- 6 standard library and explore advanced data structures like HashMaps and Vectors.

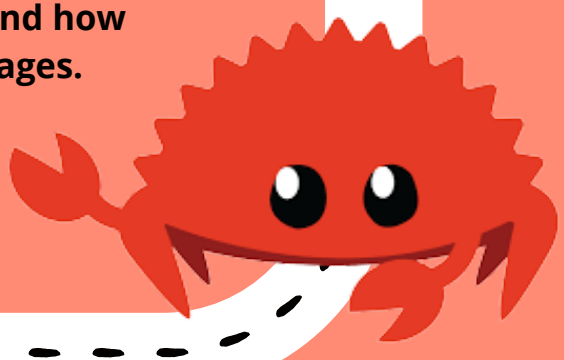
Week 2 ERROR HANDLING AND TESTING

Day 1-3 Error handling with Result and Option

Day 4-6 Explore Rust's testing framework and write tests for your projects.

Week 3 RUST ECOSYSTEM

Day 1-7 Learn about Rust's package manager, Cargo, and how to create your own packages.



Week 4 MINI PROJECT

Day 1-3: Get started with web development using the actix-web or rocket framework.

Day 4-7: Create a basic web application and host it on a free hosting platform.