# Lesson 3

**Reading:**

* The Rust Programming Language Introduction, Chapter 3
  + https://doc.rust-lang.org/book/

**Assignments:**

* Create a simple guessing game (it MAY look EXACTLY like the game designed in Chapter 2 of the book) [this is to verify the setup of the Rust development environment].

**Preflight**:

* Review the handout prior to class

**Lesson Goals**:

* Apply fundamental programming principles in Rust to create a basic guessing game.

**Motivation:**

* Ensure proficiency in fundamental programming skills and basic Rust syntax

**Lecture**:

* Overview of the basic Rust syntax
* Ensure that students’ IDE is installed correctly
* Demo/walkthrough the guessing game program

**Lab:**

* Complete “Challenge Exercise” lab