Rust BuildOn #3

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Build-On

- Learn Rust in small steps
- Start with a simple Rust demo
 - Text Finder
- Build on that in interesting ways, e.g., for Text Finder:
 - Add capability command line parsing, directory tree walking, ...
 - Use generics plugin components
 - Use threads parallel text searches, thread pool based dir traversal
 - Use library components
- Discord server
 - Q&A
 - Comments

BuildOn Timeline: Bi-Weekly Sessions

- Session #1 BuildOn Introduction & Rust Preview
- Session #2 Project Introduction & Some Rust details
- Session #2 Step #1: TextSearch -> Functional package with demo

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- Session #3 Step #2: DirNav ->
- Session #4 Step #3: CmdlnParser ->
- Session #5 **Step #4**: Executive, Display -> Functional project
- Session #6 RegEx Extension ?
- Session #7 Parallel Text Searh ?

BuildOn Session #3 Topics

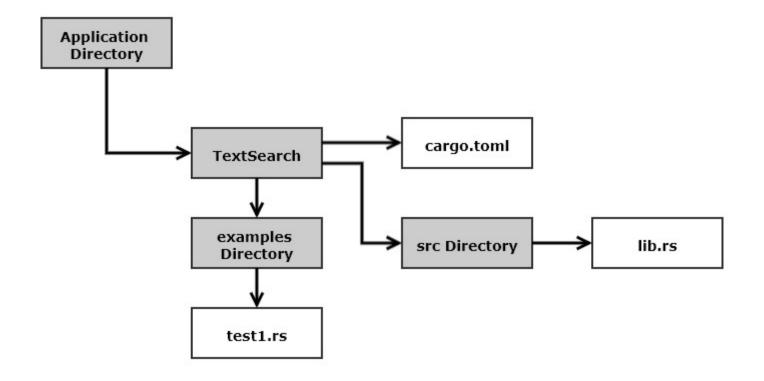
Focus: TextSearch & DirNav Packages

- Step #0
 - Run TextFinder
 - DesignBites
- <u>Step #1</u> TextSearch
 - A TextSearch Solution
- Step #2 DirNav
 - Starter Code
 - **Error Handling Animations**
 - RustStory Libraries.html#fs
 - std:fs
- <u>BuildOn</u> click on BuildOn code

Focus: Rust

- RustBites: Generics & Traits
- Iterating over Generics
- <u>RustStory: Traits</u> dynamic dispatch
- Enumerations
 - Custom Enumerations and matching
 - Non-Enum matching
- RustBites: Options
- RustBites: Error Handling
- Anim Features
- Questions?

Rust Project Structure for TextSearch



BuildOn

- Session #3
 - DirNav
- Session #4
 - CmdInParser
- Session #5
 - Executive & Display
- Session #6?
 - RegEx Search
- Session #7?
 - Parallel Text Search

That's All Folks!