

Rust BuildOn #5

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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
- 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 Search ?

BuildOn Session #3 Topics

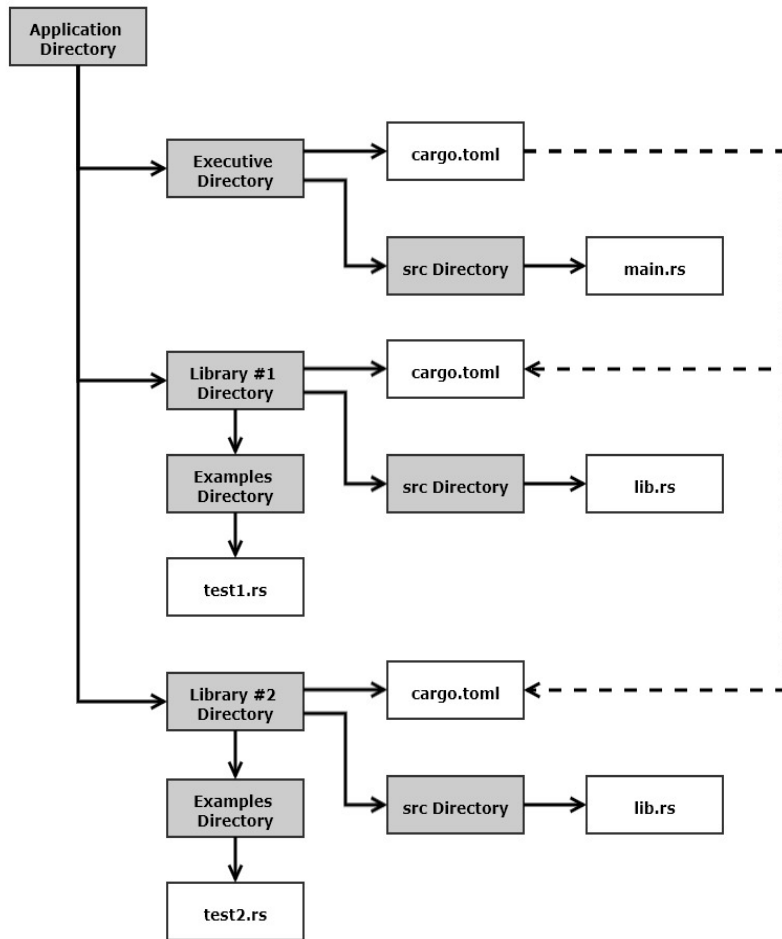
Focus: DirNav & CmdInParser Packages

- [Step #3](#) – CmdInParser
 - [Solution Code](#)
- [Step #4](#) – Executive, Display -> full solution
 - Executive's parts and startup actions
 - Goals of Display
 - Continuous output
 - Options
- Project Structure
- [BuildOn](#) – click on BuildOn code

Focus: Design, then Rust

- [Macros](#)
- Debugging Rust in Visual Studio Code
- [RustBites](#)
- **Questions?**

Rust Project Structure for TextFinder



- All components on same level
 - Makes dependency metadata simpler
- Each component has at least one testN.rs file with a main.
 - Use for testing and demonstrations
- Traits are defined in the caller's package if you use DIP.
 - Otherwise they usually go in the called package.

BuildOn

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

That's All Folks!