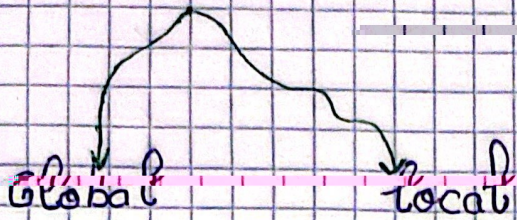


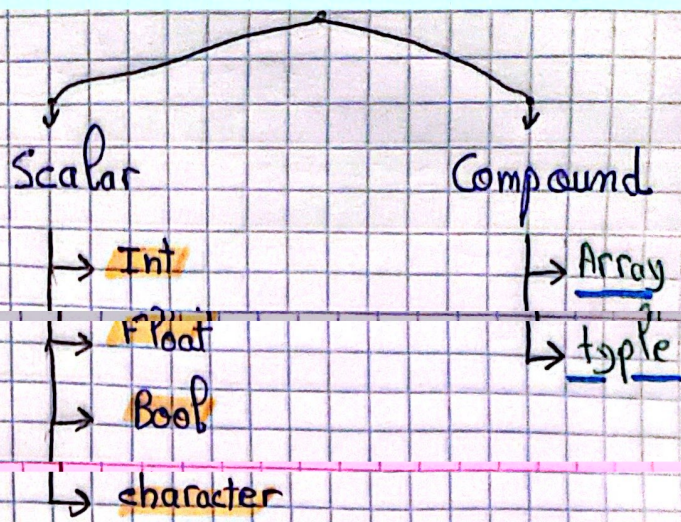
→ Multiple Var

```
let (var, var1) = ("Rust", "Py");
```

→ Type of var:



Data type



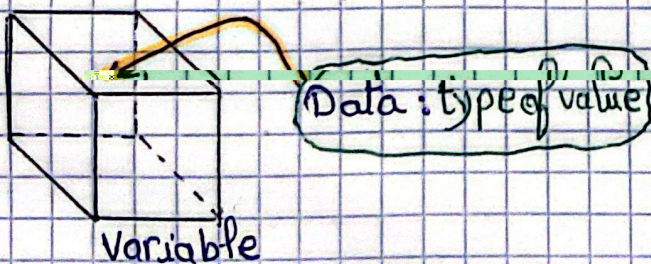
→ Shadowing: Utilise le même nom de variable pour déclarer une nouvelle variable, ce qui cache la première. La nouvelle peut avoir un type diff ou une val diff

Example:

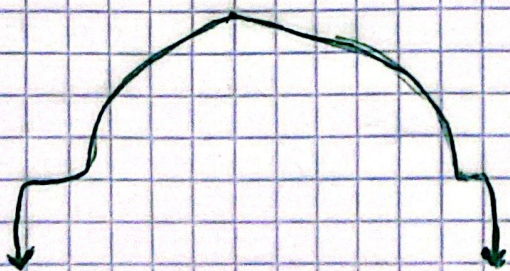
→ Int	:	1; -2
→ Float	:	0,25; -0,25
→ Bool	:	True; False
→ char	:	A; a; emojis
→ Array	:	[1; 2; 3; 4]
→ Tuple	:	["Hi"; 2; 'a'; 0]

→ Data type:

* Rust requires knowing the type of all var's before the program is compiled, it's a statically type language



We can define:



Let var: d.t = value; Let var = value;

* Integers in rust:

→ signed integers

- * i8
- * i16
- * i32
- * i64

→ Unsigned integers

- * u8
- * u16
- * u32
- * u64

→ Float:

F32

F64