



APPS@UCU

# Rust #2: Ownership, Structs and OO

Sultanov Andriy



# Contents

- 1 A short history of systems programming
- 2 Pitfalls of the old ways
- 3 Where and why is Rust better?
- 4 Basic syntax and concepts
- 5 The Rust ecosystem and a little more

# Error Handling

# Error handling methods

```
if something_bad() {  
    panic!("An unrecoverable error occurred!");  
}
```

If you can recover from an error, use an algebraic type `Result<T, E>`, which can either be `Ok(value of type T)` or `Err(value of type E)`

# Memory layout

# Memory layout

