

# HELLO, WORLD!

```
impl EmptyState for Example {  
    fn on_start(&mut self, _: StateData<()>) {  
        println!("Begin!");  
    }  
  
    fn on_stop(&mut self, _: StateData<()>) {  
        println!("End!");  
    }  
  
    fn update(&mut self, _: StateData<()>) -> EmptyTrans {  
        println!("Hello from Amethyst!");  
        Trans::Quit  
    }  
}
```

# RUST OBJECT NOTATION (RON)

```
Scene( // class name is optional
  materials: { // this is a map
    "metal": (
      reflectivity: 1.0,
    ),
    "plastic": (
      reflectivity: 0.5,
    ),
  },
  entities: [ // this is an array
    (
      name: "hero",
      material: "metal",
    ),
    (
      name: "monster",
      material: "plastic",
    ),
  ],
)
```