Getting Started With Rust

It's easy enough to get started with Rust on a variety of platforms. All are fairly similar.

Getting Started With Rust On Windows

- If you are using an existing code editor or IDE you are fond of, look into how to set it up for Rust. (I use emacs, which works... OK.) There are great Rust tutorials online for most of these.

  If in doubt, install Visual Studio Code from the Microsoft App Store. Then install the official `Rust Analyzer` plugin from rust-lang.org. Do not install any other Rust plugins at this stage: there's some janky stuff floating around. There's some information on setup at

  - https://code.visualstudio.com/docs/languages/rust
  - https://marketplace.visualstudio.com/items?itemName=rust-lang.rust-analyzer

- Now go to https://rustup.rs and download and run `rustup.exe`. I know this is a bit scary, but it is all well protected by PKI and will do nothing less benign than install Rust on your machine via Rustup.

  The installer will open a terminal and run on the command line: it is fine to hit return and take the defaults for the install. Once the installation completes, close the terminal, open a new terminal, and say `rustc --version`. If all is well, you should see the version number of the latest Rust.

- You can now create new Rust programs and libraries with `cargo new`:

  - Say `cargo new --bin myprogram` to create a Rust program called `myprogram`.
  - Say `cargo new --lib myprogram` to create a Rust library called `myprogram`.

  You may also be able to create new programs and libraries from your IDE.

- In VSCode you can File » Open Folder and then navigate to a Rust directory to open it as a Rust project.

Getting Started With Rust On Linux, WSL, Mac

The instructions here can be very similar to the Windows instructions. Go to `https://rustup.rs` to install Rust, install whatever IDE / Editor and support you want, and off you go.