

# Day 1 - Closure Exercise

## Exercise 1: Basic Closure

**Task:** Create a closure that:

1. Takes one integer parameter
2. Returns the value multiplied by 3
3. Call it with numbers 5 and -2

```
1 fn main() {  
2     // Create your closure here  
3     // let triple = ...;  
4  
5     println!("5 tripled: {}", triple(5));  
6     println!("-2 tripled: {}", triple(-2));  
7 }  
8 // Expected output: 15, -6  
9
```

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## Exercise 2: Closure Environment Capture

**Task:** Create a closure that:

1. Captures a value `n` from its environment
2. Takes one parameter `x`
3. Returns `x + n`
4. Test with different values of `n`

```
1 fn main() {  
2     let n = 10;  
3     // Create your closure here that captures n  
4
```

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```

5     println!("5 + {} = {}", n, add_n(5));
6     let n = -3;
7     println!("5 + {} = {}", n, add_n(5));
8 }
9 // Expected output: 15, 2
10

```

### Exercise 3: Closure as Function Parameter

**Task:** Create a function `apply_operation` that:

1. Takes a closure and an integer
2. Applies the closure to the integer
3. Test with both addition and multiplication closures

```

1 fn apply_operation(f: impl Fn(i32) -> i32, x: i32) ->
  i32 {
2     // Implement function body
3 }
4
5 fn main() {
6     let add_five = |x| x + 5;
7     let double = |x| x * 2;
8
9     println!("{}", apply_operation(add_five, 10)); //
10    15
11    println!("{}", apply_operation(double, 10)); //
12    20
13 }
14

```

### Exercise 4: Closure in Iterator

**Task:** Use closures with iterator methods to:

1. Take a range 1..=20
2. Filter even numbers
3. Square remaining numbers
4. Sum the results

```

1 fn main() {
2     let result = (1..=20)
3         // Add iterator methods with closures here
4         .sum::<i32>();
5
6     println!("Sum of squares of even numbers: {}",
7 result);
8 }
9 // Expected output: 1540 (sum of
   // 4+16+36+64+100+144+196+256+324+400)

```

## Bonus Exercise: FnOnce, FnMut, Fn Traits

**Task:** Create three closures demonstrating:

1. A closure that can only be called once (FnOnce)
2. A closure that modifies its environment (FnMut)
3. A closure that only reads its environment (Fn)

```

1 fn main() {
2     // FnOnce example (consumes a value)
3     let name = "Alice".to_string();
4     let greet_once = move || {
5         println!("Hello {}", name);
6         name // Return name, consuming it
7     };
8     greet_once();
9     // greet_once(); // This should fail
10
11    // FnMut example (modifies counter)
12    let mut counter = 0;
13    let mut increment = || {
14        counter += 1;
15        println!("Counter: {}", counter);
16    };
17    increment();
18    increment();
19
20    // Fn example (reads but doesn't modify)
21    let read_only = |x| x + counter;
22    println!("Read: {}", read_only(5));
23 }

```

Each exercise focuses on different closure aspects:

1. Basic syntax and calling
2. Environment capture
3. Passing closures as parameters
4. Ownership and moving
5. Using with iterators

Bonus: Closure trait differences