


Option Enum - Exercise

1. Safe Division

 Rust


```
1 // Create a function that returns Some(a/b) if b ≠ 0,
  // otherwise None
2 fn safe_divide(a: f64, b: f64) -> Option<f64> {
3     todo!()
4 }
5
6 // Example test case:
7 // assert_eq!(safe_divide(10.0, 2.0), Some(5.0));
8 // assert_eq!(safe_divide(5.0, 0.0), None);
9
```

2. First Character of a String

 Rust

```
1 // Write a function that returns Some(first character)
  if the string is non-empty, otherwise None
2 fn first_char(s: &str) -> Option<char> {
3     todo!()
4 }
5
6 // Example test case:
7 // assert_eq!(first_char("hello"), Some('h'));
8 // assert_eq!(first_char(""), None);
9
```

3. Find User by ID

 Rust


```
1 struct User {
2     id: u32,
3     name: String,
4 }
5
```

```

6 // Search a vector of Users and return Some(user) if
  id matches, otherwise None
7 fn find_user(users: Vec<User>, target_id: u32) ->
  Option<User> {
8     todo!()
9 }
10
11 // Example test case:
12 // let users = vec![
13 //     User { id: 1, name: "Alice".to_string() },
14 //     User { id: 2, name: "Bob".to_string() }
15 // ];
16 // assert_eq!(find_user(users.clone(),
17 //     1).unwrap().name, "Alice");
17 // assert_eq!(find_user(users, 3), None);
18

```

4. Config Value Parser



```

1 // Parse a string config value into different types,
  returning None if parsing fails
2 fn parse_config_value(value: &str) ->
  Option<ConfigValue> {
3     #[derive(Debug, PartialEq)]
4     enum ConfigValue {
5         Int(i32),
6         Float(f64),
7         Bool(bool),
8         String(String),
9     }
10    todo!()
11 }
12
13 // Example test case:
14 // assert_eq!(parse_config_value("42"),
15 //     Some(ConfigValue::Int(42)));
15 // assert_eq!(parse_config_value("true"),
16 //     Some(ConfigValue::Bool(true)));
16 // assert_eq!(parse_config_value("3.14"),
17 //     Some(ConfigValue::Float(3.14)));
17 // assert_eq!(parse_config_value("hello"),
18 //     Some(ConfigValue::String("hello".to_string())));
18 // assert_eq!(parse_config_value("not_a_number"),
19 //     None);
19

```