Module

- A logical group of code is called a Module.
- A module is a collection of items such as functions, structs, traits, impl blocks.

Keywords used in modules

- mod keyword - The "mod" keyword declares the new module.
- pub keyword - The pub keyword makes the visibility modifier as public
- use keyword - The use keyword is used to import the module into local scope.

Defining a module

```
mod movie{
    pub fn name_1(){
        println!("RRR");
    }
}
fn main(){
    movie::name_1();

}
```

Types of modules

1) single modules
2) sub-modules
3) nested module

single module

When the module appeared in a single file is known as a single module.

```
mod movie{
    pub fn name_1(){
        println!("RRR");
    }
}
fn main(){
    movie::name_1();

}
```

Sub-modules

In a single file multiple modules

```
mod movie{
    pub fn name_1(){
        println!("RRR");
    }
}
mod movie_2{
    pub fn name_2(){
        println!("Avengers")
    }

}
fn main(){
    movie::name_1();
    movie_2::name_2();

    }
```

Nested modules

```
mod movie{
    pub fn name_1(){
        println!("RRR");
    }
}
mod movie_2{
    pub fn name_2(){
        println!("Avengers")
    }
    pub mod movie_3{
        pub fn name_3(){
            println!("Ra One");
        }
    }
}
fn main(){
    movie::name_1();
    movie_2::name_2();
    movie_2::movie_3::name_3();
}
```