

## Open Variables and Mutability Project

The project/directory for this section is called variables-and-mutability.

To open the Cargo project in VSCode, go to File > Open Folder.... Locate and select the variables-and-mutability directory in the learn-to-code-with-rust course folder.

Alternatively, navigate to the project directory in Terminal/PowerShell and execute code .

Write your code in the src/main.rs.

### Topics Covered in this Section

- Variables
- Interpolation
- Positional arguments to println!
- Mutability and immutability
- Rust error codes
- Variable shadowing
- Scopes and Blocks
- Constants
- Type Aliases
- Compiler Directives like allow