

# The Rust programming language

Paolo Bettelini

## Contents

<b>1</b>	<b>Basic Types</b>	<b>2</b>
<b>2</b>	<b>Tuples</b>	<b>2</b>

# 1 Basic Types

```
// boolean
bool

// signed integers
i8, i16, i32, i64, i128, isize

// unsigned integers
u8, u16, u32, u64, u128, usize

// floating points
f32, f64

// Text
char, String, str
```

## 2 Tuples

Tuples are a combination of multiple types. Tuples can contain any number of types and/or other tuples.

```
let coordinates = (101, 3, 4);
let person = ("Paolo", "Bettellini", 18);
let status: (bool, (u128, i32)) = (true, (1u128, 2));
```

### 2.1 Returning from loops

```
let mut counter = 0;

let result = loop {
    counter += 1;

    if counter == 10 {
        break counter;
    }
};
```