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Rust...?

- systems-programming language: like C.
- It's completely memory safe: at compile time, no GC needed.
- First class multithreading support.
- Blazingly fast.

Bugs, what bugs?

- Heartbleed!

- Stagefright!

- Shellshock..?

So, what can you make with Rust?

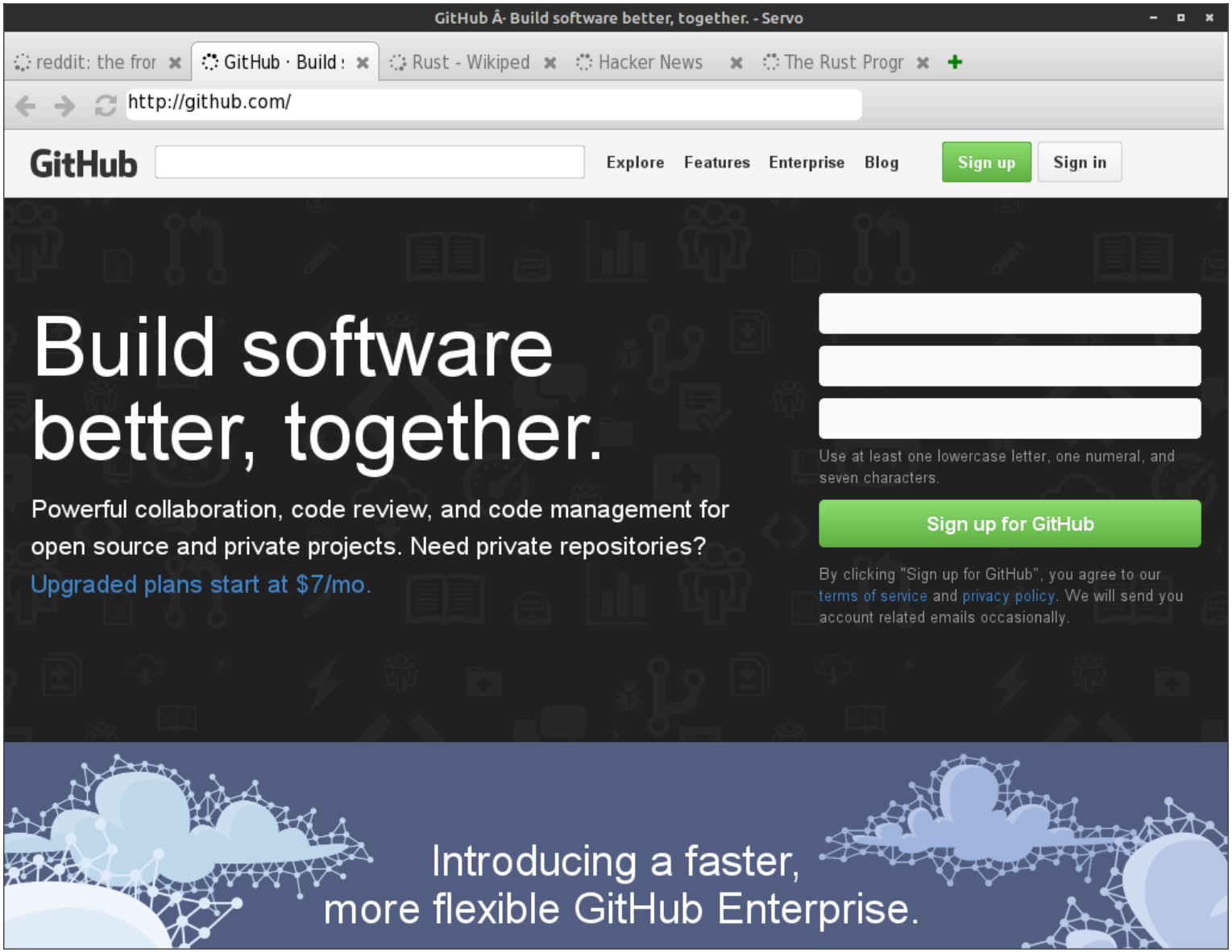

Figure: a webbrowser

So, what can you make with Rust?

```rust
extern crate tokio_proto;
extern crate tokio_service;
extern crate tokio_minihttp as http;
extern crate futures;
extern crate env_logger;

use tokio_service::Service;
use futures::{Async, Finished};
use std::io;

#[derive(Clone)]
struct HelloWorld;

impl Service for HelloWorld {
    type Request = http::Request;
    type Response = http::Response;
    type Error = io::Error;
    type Future = Finished<http::Response, io::Error>;

    fn call(&self, _request: http::Request) -> Self::Future {
        let resp = http::Response::new();
        futures::finished(resp)
    }

    fn poll_ready(&self) -> Async<()> {
        Async::Ready(())
    }
}

pub fn main() {
    let _ = ::env_logger::init();

    let addr = "0.0.0.0:8080".parse().unwrap();

    http::serve(addr, HelloWorld);
}
```

Figure: a webserver

So, what can you make with Rust?

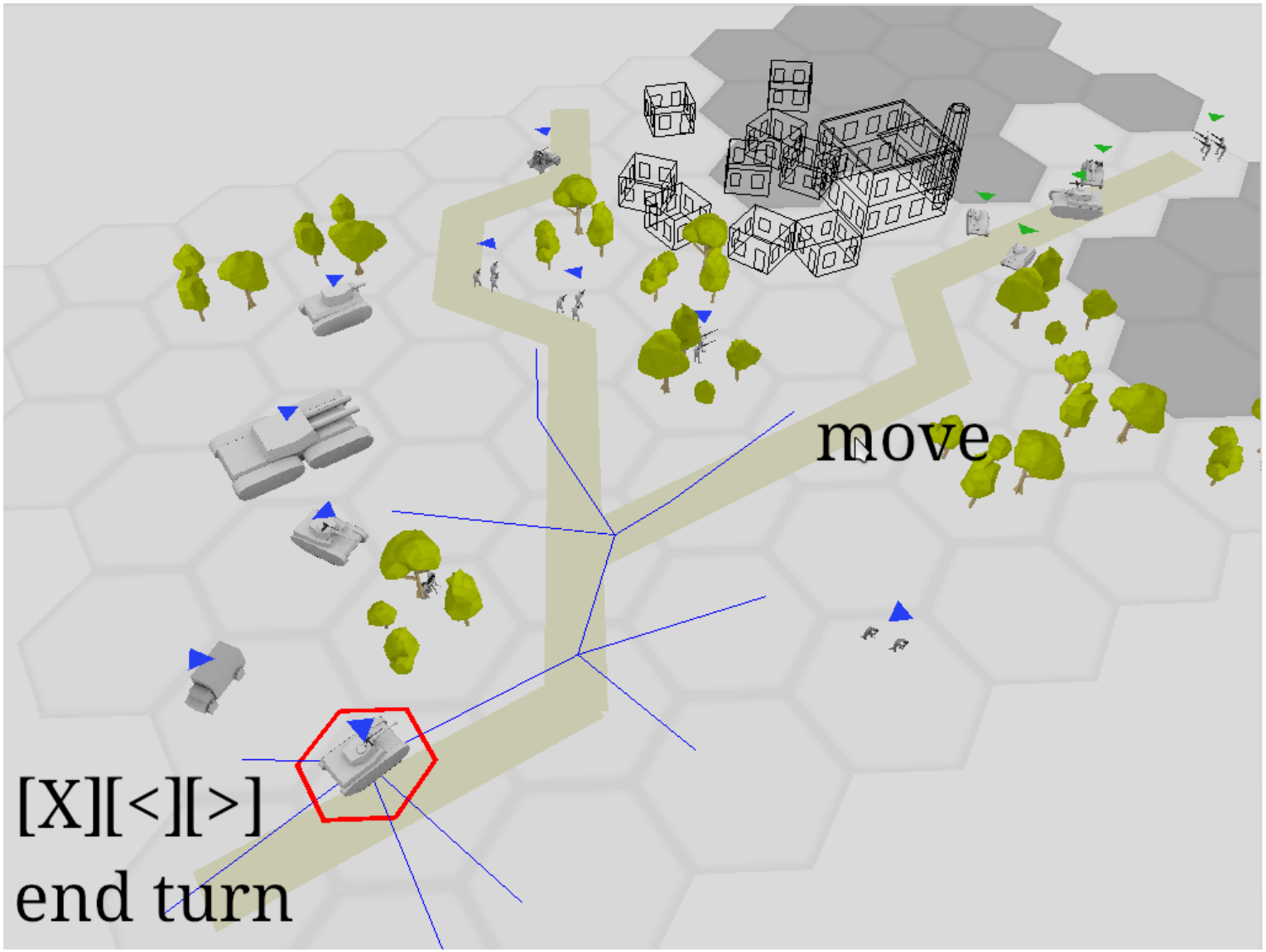

Figure: a videogame

So, what can you make with Rust?

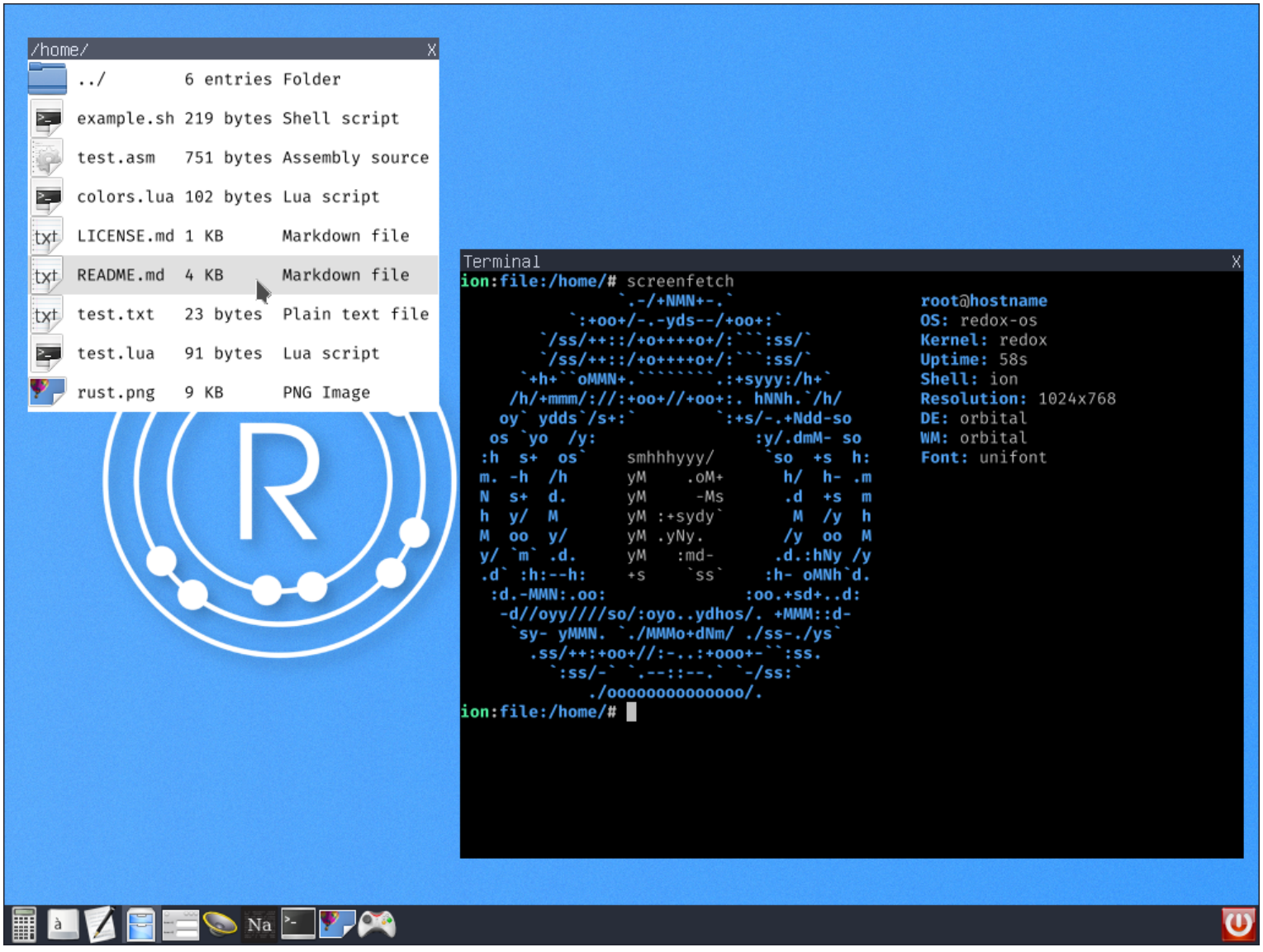

Figure: an operating system

The catch...

- Hard-to-learn...
  - ..because it makes you a better programmer.
  - Incredibly open and friendly community, great tutorials!
- Young ecosystem
  - With mature tools
  - Change to really shape the language and ecosystem
- Longer compile times

The catch...


THE #1 PROGRAMMER EXCUSE FOR LEGITIMATELY SLACKING OFF:
"MY CODE'S COMPILING."
HEY! GET BACK TO WORK!
COMPILING!
OH. CARRY ON.