

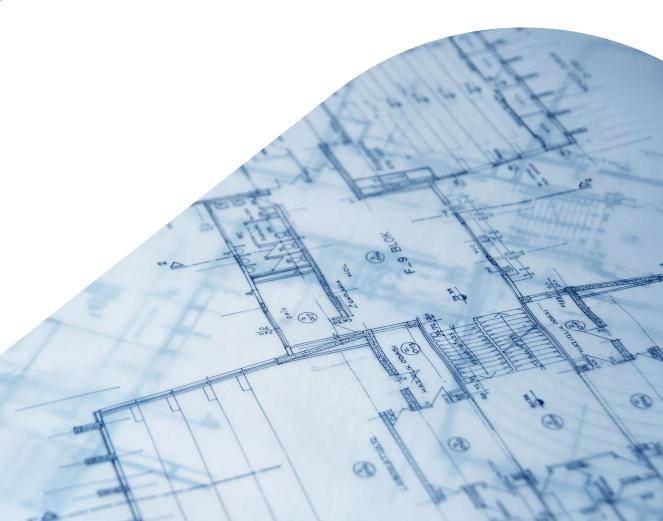
Agenda

- 1. (Quick) Introduction to iterators
- 2. (Quick) Introduction to chaining combinators
- 3. Exercises



We can understand iterators as blueprints for computations.

Create them now – pay later!



```
struct Data(u8);
let data = vec![Data(45), Data(54)];
```



```
struct Data(u8);
let data = vec![Data(45), Data(54)];
let iter = data.into_iter().map(|d| d.0);
```



```
struct Data(u8);
let data = vec![Data(45), Data(54)];
let iter = data.into_iter().map(|d| d.0); // nothing happened yet!
```



```
struct Data(u8);
let data = vec![Data(45), Data(54)];
let iter = data.into_iter().map(|d| d.0); // nothing happened yet!
let iter = iter.filter(|&b| b > 10);
```



```
struct Data(u8);
let data = vec![Data(45), Data(54)];
let iter = data.into_iter().map(|d| d.0); // nothing happened yet!
let iter = iter.filter(|&b| b > 10); // still nothing happened!
```



```
struct Data(u8);
let data = vec![Data(45), Data(54)];
let iter = data.into_iter().map(|d| d.0); // nothing happened yet!
let iter = iter.filter(|&b| b > 10); // still nothing happened!
let iter = iter.filter_map(|b| {
    if b % 2 == 0 {
        Some(b.to_string())
    } else {
        None
    }
});
```



```
struct Data(u8);
let data = vec![Data(45), Data(54)];
let iter = data.into_iter().map(|d| d.0); // nothing happened yet!
let iter = iter.filter(|&b| b > 10); // still nothing happened!
let iter = iter.filter_map(|b| {
    if b % 2 == 0 {
        Some(b.to_string())
    } else {
        None
    }
}); // still nothing happened!
```



```
struct Data(u8);
let data = vec![Data(45), Data(54)];
let iter = data.into_iter().map(|d| d.0); // nothing happened yet!
let iter = iter.filter(|&b| b > 10); // still nothing happened!
let iter = iter.filter_map(|b| {
    if b % 2 == 0 {
        Some(b.to_string())
    } else {
        None
    }
}); // still nothing happened!
let result: Vec<_> = iter.collect();
```



```
struct Data(u8);
let data = vec![Data(45), Data(54)];
let iter = data.into_iter().map(|d| d.0); // nothing happened yet!
let iter = iter.filter(|&b| b > 10); // still nothing happened!
let iter = iter.filter_map(|b| {
    if b % 2 == 0 {
        Some(b.to_string())
    } else {
        None
    }
}); // still nothing happened!
let result: Vec<_> = iter.collect(); // compute!
```



```
struct Data(u8);
let data = vec![Data(45), Data(54)];
let iter = data.into_iter().map(|d| d.0); // nothing happened yet!
let iter = iter.filter(|&b| b > 10); // still nothing happened!
let iter = iter.filter_map(|b| {
    if b % 2 == 0 {
        Some(b.to_string())
    } else {
        None
}); // still nothing happened!
let result: Vec<_> = iter.collect(); // compute!
println!("{:#?}", result);
```



Iterators are most useful when we instruct them with combinators like

• map() - Transform type A to type B.

```
(1..5).into_iter().map(|i: i32| i.to_string())
```

- map() Transform type A to type B.
- filter() Filter out elements.

```
(1..5).into_iter().filter(|i: &i32| i % 2 == 0)
```

- map() Transform type A to type B.
- filter() Filter out elements.
- filter_map() Transform and filter in one go!

```
(1..5).into_iter().filter_map(|i| {
    if i % 2 == 0 {
        Some(i.to_string())
    } else {
        None
    }
})
```

- map() Transform type A to type B.
- filter() Filter out elements.
- filter_map() Transform and filter in one go!
- reduce() Boil down n elements to only one!

```
(1..5).into_iter().reduce(|acc: i32, i: i32| acc.max(i))
```

- map() Transform type A to type B.
- filter() Filter out elements.
- filter_map() Transform and filter in one go!
- reduce() Boil down n elements to only one!
- fold() Like reduce, but you provide an inital value!

```
(1..5).into_iter().fold(init: 7, f: |acc: i32, i: i32| acc.max(i))
```

3. Exercises!

Check out the repository for a few exercises!

https://github.com/rustaugsburg/presentations



Contact

mert.yildiz@posteo.net