Rust Cheatsheet

Rust is a systems programming language that is designed for performance, safety, and concurrency. Here's a quick overview of its unique features and some code blocks for common tasks.

Variables

Declare variables using the let keyword. Rust is a statically typed language, but it can infer the data type of a variable from its value.

```
let x = 10;
let c = 'a';
let f = 3.14;
```

Functions

Functions in Rust are declared using the fn keyword. They can take parameters and return values.

```
fn add(a: i32, b: i32) -> i32 {
  return a + b;
}
```

Loops

Rust supports for, while, and loop loops for iterating over arrays or performing a task a certain number of times.

```
let numbers = [1, 2, 3, 4, 5];
for number in numbers.iter() {
 println!("{}", number);
let mut i = 0;
while i < numbers.len() {</pre>
 println!("{}", numbers[i]);
 i += 1;
}
i = 0;
loop {
 println!("{}", numbers[i]);
 i += 1;
 if i >= numbers.len() {
break;
 }
}
```

Conditionals

Use if statements to execute code based on a condition. else if and else statements can be used to handle multiple conditions.

```
let x = 10;

if x > 0 {
   println!("x is positive");
} else if x < 0 {
   println!("x is negative");
} else {
   println!("x is zero");
}</pre>
```

File Manipulation

Rust provides built-in support for file manipulation, including reading and writing files, and interacting with the file system.

```
use std::fs;

fn main() {
    let contents = fs::read_to_string("/path/to/file.txt")
    .expect("Something went wrong reading the file");
    println!("{}", contents);

    fs::write("/path/to/file.txt", "New contents")
    .expect("Something went wrong writing the file");

    if fs::remove_file("/path/to/file.txt").is_ok() {
    println!("File deleted successfully");
    } else {
    println!("Error deleting file");
    }
}
```

Resources

Here are some resources to help you learn more about Rust:

- <u>The Rust Programming Language</u> (Official Rust book)
- Rust by Example (Interactive Rust tutorial)
- Rust Programming Language Cheat Sheet