Start a Rust project: https://rust-cli.github.io/book/tutorial/setup.html

Project setup

If you haven't already, <u>install Rust</u> on your computer (it should only take a few minutes). After that, open a terminal and navigate to the directory you want to put your application code into.

Start by running `cargo new grrs` in the directory you store your programming projects in. ("change 'grrs' here to any project name") If you look at the newly created `grrs` directory, you'll find a typical setup for a Rust project:

- A `Cargo.toml` file that contains metadata for our project, incl. a list of dependencies/external libraries we use.
- A `src/main.rs` file that is the entry point for our (main) binary.

If you can execute `cargo run` in the `grrs` directory and get a "Hello World", you're all set up.

What it might look like

```
$ cargo new grrs
     Created binary (application) `grrs` package
$ cd grrs/
$ cargo run
   Compiling grrs v0.1.0 (/Users/pascal/code/grrs)
    Finished dev [unoptimized + debuginfo] target(s) in 0.70s
     Running `target/debug/grrs`
Hello, world!
```