

Introduction to Rust

Module Code: ELEE1119

Module Name: Advanced Computer Engineering

Credits: 30

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Rust

Building tools, to writing web apps, working on servers,
and creating embedded systems etc

```
fn fibonacci(n: u32) -> u32 {  
    match n {  
        0 => 0,  
        1 => 1,  
        _ => fibonacci(n - 1) + fibonacci(n - 2),  
    }  
}
```

Rust features

- **Type safe:** The compiler assures that no operation will be applied to a variable of a wrong type.
- **Memory safe:** Rust pointers (known as references) always refer to valid memory.
- **Data race free:** Rust's borrow checker guarantees thread-safety by ensuring that multiple parts of a program can't mutate the same value at the same time.
- **Zero-cost abstractions:** Rust allows the use of high-level concepts, like iteration, interfaces, and functional programming, with minimal to no performance costs. The abstractions perform as well, as if you wrote the underlying code by hand.
- **Minimal runtime:** Rust has a minimal and optional runtime. The language also has no garbage collector to manage memory efficiently. In this way, Rust is most similar to languages like C and C++.
- **Targets bare metal:** Rust can target embedded and "bare metal" programming, making it suitable to write an operating system kernel or device drivers.

Unique features of Rust

- Collection of Features called **Rust Module System**
 - Crates
 - Modules
 - Paths

```
my_library // crate
├── src
│   ├── lib.rs
│   ├── models
│   │   ├── mod.rs // module
│   │   ├── user.rs // module
│   │   └── product.rs // module
│   └── utils
│       ├── mod.rs // module
│       └── math.rs // module
└── Cargo.toml // config
```

```
crate::utils::math::add // path
```

Crate

- **Crates:**
 - A crate is a compilation unit. It's the smallest piece of code the Rust compiler can run.
 - The code in a crate is compiled together to create a binary executable or a library.
 - Only crates are compiled as reusable units.
 - A crate contains a hierarchy of Rust modules with an implicit, unnamed top-level module.

```
my_library // crate
├── src
│   ├── lib.rs
│   └── models
└── ...
```

Modules

- **Modules:**
 - Used to split code into logical units.
 - A module is a collection of items such as `functions`, `structs`, `traits`, `implementation blocks`, and even other modules.
 - Help manage visibility between different parts of the code, allowing you to specify which items are public (accessible outside the module) and which are private (accessible only within the module)

```
my_library // crate
├── src
│   ├── lib.rs
│   └── models
│       └── mod.rs // module
...
```

```
// models/mod.rs
mod user;
mod product;
```

Paths

- Are used to refer to items in modules.
- They allow you to name items and bring them into scope with the `use` keyword.
- For example, if you have an `Asparagus` type in the `garden` `vegetables` module, you would refer to it as `crate::garden::vegetables::Asparagus`

```
my_library // crate
├── src
│   ├── lib.rs
│   ├── models
│   │   ├── mod.rs // module
│   │   ├── user.rs // module
│   │   └── product.rs // module
│   └── utils
│       ├── mod.rs // module
│       └── math.rs // module
└── Cargo.toml // config
```

```
// models/user.rs
use crate::utils::math::add;
```

Rust Crates and Libraries

- Rust Standard Library `std` contains reusable code for fundamental definitions and operations in Rust programs.
- There are tens of thousands of libraries and third-party crates available to use in Rust programs most of which can be accessed through Rust's third-party crate repository crates.io

Some crates we will use:

- `std` - The Rust standard library. In the Rust exercises, you'll notice the following modules:
 - `std::collections` - Definitions for collection types, such as `HashMap`.
 - `std::env` - Functions for working with your environment.
 - `std::fmt` - Functionality to control output format.
 - `std::fs` - Functions for working with the file system.
 - `std::io` - Definitions and functionality for working with input/output.
 - `std::path` - Definitions and functions that support working with file system path data.
- `structopt` - A third-party crate for easily parsing command-line arguments.
- `chrono` - A third-party crate to handle date and time data.
- `regex` - A third-party crate to work with regular expressions.
- `serde` - A third-party crate of serialization and deserialization operations for Rust data structures.

Create and manage projects with Cargo

While it's possible to use the Rust compiler (`rustc`) directly to build crates, most projects use the Rust build tool and dependency manager called `Cargo` .

`cargo` does lots of things for you, including:

- Create new project templates with the `cargo new` command.
- Build a project with the `cargo build` command.
- Build and run a project with the `cargo run` command.
- Test a project with the `cargo test` command.
- Check project types with the `cargo check` command.
- Build documentation for a project with the `cargo doc` command.
- Publish a library to crates.io with the `cargo publish` command.
- Add dependent crates to a project by adding the crate name to the `Cargo.toml` file.

Rust Naming Conventions 1

Basic Rust naming conventions are described in [RFC 430](#).

Item	Convention
Crates	<code>snake_case</code> (but prefer single word)
Modules	<code>snake_case</code>
Types	<code>UpperCamelCase</code>
Traits	<code>UpperCamelCase</code>
Enum variants	<code>UpperCamelCase</code>
Functions	<code>snake_case</code>
Methods	<code>snake_case</code>
General constructors	<code>new</code> or <code>with_more_details</code>
Conversion constructors	<code>from_some_other_type</code>
Local variables	<code>snake_case</code>

Rust Naming Conventions 2

Convention	Example	General Meaning
<code>to_*</code> ()	<code>str::to_string()</code>	A conversion from one type to another that may have an allocation or computation cost. Usually a <i>Borrowed</i> type to <i>Owned</i> type.
<code>as_*</code> ()	<code>String::as_str()</code>	Convert an <i>Owned</i> type into a <i>Borrowed</i> type. It is usually cheap (maybe even zero-cost) to use this function.
<code>into_*</code> ()	<code>String::into_bytes()</code>	Consume a type <code>T</code> and convert it into an <i>Owned</i> type <code>U</code> .
<code>from_*</code> ()	<code>SocketAddr::from_str()</code>	Create an <i>Owned</i> type from an <i>Owned</i> or <i>Borrowed</i> type.
<code>*_mut</code> ()	<code>str::split_at_mut()</code>	Denotes a mutable reference.
<code>try_*</code> ()	<code>usize::try_from()</code>	Method will return a <code>Result</code> or <code>Option</code> type. Usually <code>Result</code> .
<code>with_*</code> ()	<code>Vec::with_capacity()</code>	A constructor that has one or more parameters used to configure the type.

Rust Syntax

```
fn main(){  
    let an_integer = 1u32;  
    let a_boolean = true;  
    let unit = ();  
  
    // copy `an_integer` into `copied_integer`  
    let copied_integer = an_integer;  
  
    println!("An integer: {:?}", copied_integer);  
    println!("A boolean: {:?}", a_boolean);  
    println!("Meet the unit value: {:?}", unit);  
  
    // The compiler warns about unused variable bindings; these warnings can  
    // be silenced by prefixing the variable name with an underscore  
    let _unused_variable = 3u32;  
  
    let noisy_unused_variable = 2u32;  
    // FIXME ^ Prefix with an underscore to suppress the warning  
    // Please note that warnings may not be shown in a browser  
}
```

```
An integer: 1  
A boolean: true  
Meet the unit value: ()
```

Mutability

Variable bindings are **immutable** by default, but this can be overridden using the `mut` modifier.

```
fn main() {  
    let _immutable_binding = 1;  
    let mut mutable_binding = 1;  
  
    println!("Before mutation: {}", mutable_binding);  
  
    // Ok  
    mutable_binding += 1;  
  
    println!("After mutation: {}", mutable_binding);  
  
    // Error! Cannot assign a new value to an immutable variable  
    _immutable_binding += 1;  
}
```

Scope and Shadowing

Variable bindings have a scope, and are constrained to live in a block. A block is a collection of statements enclosed by braces `{}`.

```
fn main() {  
    // This binding lives in the main function  
    let long_lived_binding = 1;  
  
    // This is a block, and has a smaller scope than the main function  
    {  
        // This binding only exists in this block  
        let short_lived_binding = 2;  
  
        println!("inner short: {}", short_lived_binding);  
    }  
    // End of the block  
  
    // Error! `short_lived_binding` doesn't exist in this scope  
    println!("outer short: {}", short_lived_binding);  
    // FIXME ^ Comment out this line  
  
    println!("outer long: {}", long_lived_binding);  
}
```

Scope and Shadowing

```
fn main() {  
    let shadowed_binding = 1;  
  
    {  
        println!("before being shadowed: {}", shadowed_binding);  
  
        // This binding *shadows* the outer one  
        let shadowed_binding = "abc";  
  
        println!("shadowed in inner block: {}", shadowed_binding);  
    }  
    println!("outside inner block: {}", shadowed_binding);  
  
    // This binding *shadows* the previous binding  
    let shadowed_binding = 2;  
    println!("shadowed in outer block: {}", shadowed_binding);  
}
```


Freezing

When data is bound by the same name immutably, it also *freezes*. Frozen data can't be modified until the immutable binding goes out of scope:

```
fn main() {  
    let mut _mutable_integer = 7i32;  
    {  
        // Shadowing by immutable `_mutable_integer`  
        let _mutable_integer = _mutable_integer;  
  
        // Error! `_mutable_integer` is frozen in this scope  
        _mutable_integer = 50;  
        // FIXME ^ Comment out this line  
  
        // `_mutable_integer` goes out of scope  
    }  
    // Ok! `_mutable_integer` is not frozen in this scope  
    _mutable_integer = 3;  
}
```

Freezing with `const`

```
fn main() {  
    const THREE_HOURS_IN_SECONDS: u32 = 60 * 60 * 3;  
    {  
        println!("before being shadowed: {}", THREE_HOURS_IN_SECONDS);  
        const THREE_HOURS_IN_SECONDS: u32 = 60u32 * 60u32 * 4u32;  
        println!("shadowed in inner block: {}", THREE_HOURS_IN_SECONDS);  
    }  
}
```

► What happens and why?

[!NOTE]

This alert uses [!NOTE]