**Installing Rust on Windows**

Go to <https://www.rust-lang.org/tools/install> and download the appropriate installer

Or [click here to download the x64 install .exe](https://static.rust-lang.org/rustup/dist/x86_64-pc-windows-msvc/rustup-init.exe)

If you would like to install to a custom location:

* Create a local Environment Variable called RUSTUP\_HOME and set its location to where you would like to install
* Create a local Environment Variable called CARGO\_HOME and set its location to the same as RUSTUP\_HOME
* Create a folder “bin” in in location you used for RUSTUP\_HOME and add it to your PATH variable

Use the Rust installer and follow the instructions

[Download Visual Studio Build Tools](https://visualstudio.microsoft.com/thank-you-downloading-visual-studio/?sku=BuildTools&rel=16)

* Install C++ Build Tools – whatever optional downloads the installer defaults to

Restart your computer

**Running the Program**

[Click here to download the .zip](https://drive.google.com/file/d/1iOK8vXPeZsmbLQf9eu0FF6xlwn4u0avN/view?usp=sharing)

Unzip the file wherever you wish to run it from

Using command prompt, navigate to the prime\_cargo folder you just unzipped

To build the program, run the command “cargo build”

To run the program, use “cargo run <args>”

* Alternately, the program can be run at .\target\debug\main.exe

Arguments can be seen through using .\target\debug\main.exe –help

The output file is located in the prime\_cargo folder after the program is run