

# COMS W6156

## Project Demo

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# Research Questions

1: Is it feasible to port parts of a big C/C++ project to Rust?

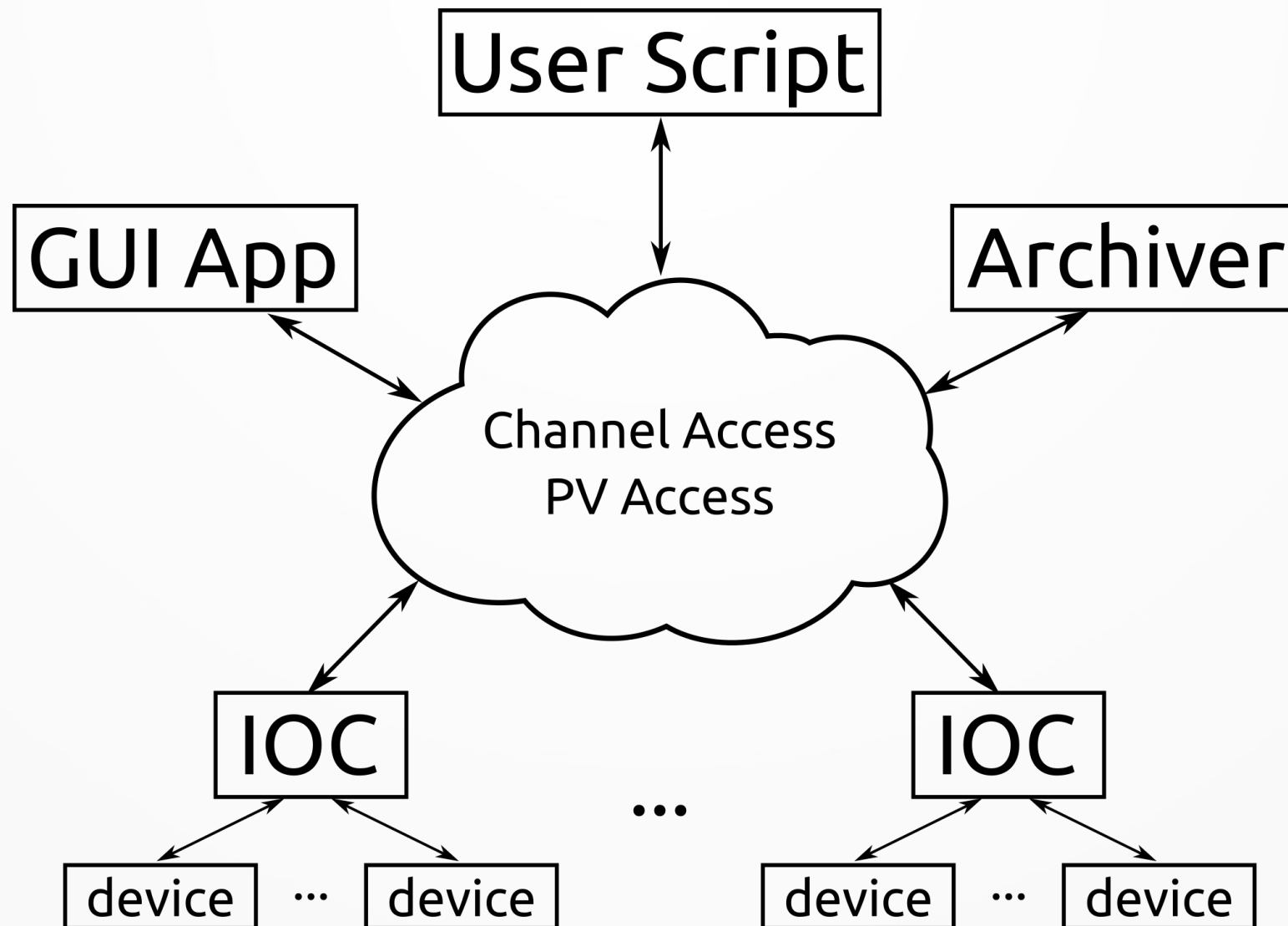
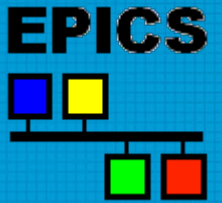
2: Is it worth it?

# Rust



- New programming language
- Heavy focus on safety (prevents whole classes of bugs)
- Binary compatibility with C

# EPICS Architecture



# Demo

iocsh

# Research Questions

1: Is it feasible to port parts of a big C/C++ project to Rust?

- Yes, but it can be very difficult

2: Is it worth it?

- Not for a project like this one (old & large)