

Homework 4

Zustlings

We have created some exercises for you to give you an introduction to Rust.

These are in the bootcamp [repo](#)

You can either clone this locally or set up a workspace in gitpod.io

Windows users

It may help to use WSL, or if you still have problems we suggest using gitpod as above.

Installing Zustlings

1. Make sure you have rust installed (see lesson notes for details)
2. In the rust directory run

```
cargo install --force --path .
```

Doing exercises

In the rust directory run

```
zustlings homework n
```

Where n is the number of the homework you are doing, e.g.

```
zustlings homework 4
```

You will need to open another terminal so that you can edit the files

When you start, it will start with the code in homework4/variables/variable1.rs

As you can see it does not compile

```
⚠ Compiling of homeworks/homework4/variables/variables1.rs failed! Please try again. Here's the output:
error[E0425]: cannot find value `y` in this scope
--> homeworks/homework4/variables/variables1.rs:8:5
  |
8 |     y = 5;
  |     ^
help: you might have meant to introduce a new binding
  |
8 |     let y = 5;
  |     +++

error[E0425]: cannot find value `y` in this scope
--> homeworks/homework4/variables/variables1.rs:9:36
  |
9 |     println!("y has the value {}", y);
  |                                    ^ not found in this scope

error: aborting due to 2 previous errors

For more information about this error, try `rustc --explain E0425`.

Spawning homeworkd watch shell
Welcome to watch mode! You can type 'help' to get an overview of the commands you can use here.
```

You need to make the change to the code in this file so that it will compile, when you save the file , it will recompile and show you if there are still errors.

```
⌘ Compiling homeworks/homework4/variables/variables1.rs...
✅ Successfully ran homeworks/homework4/variables/variables1.rs!

🎉🎉 The code is compiling! 🎉🎉

Output:
=====
y has the value 5
=====

You can keep working on this exercise,
or jump into the next one by removing the `I AM NOT DONE` comment:

3 | // Execute the command `zustlings hint variables1` if you want a hint :)
4 |
5 | // I AM NOT DONE
6 |
7 | fn main() {
```

Once you have finished a particular file
remove the comment `// I AM NOT DONE`
and you will be taken to the next file that you need to fix.