



Systems programming language



Helps in writing fast and reliable software

Rust excels with its unique combination
of:

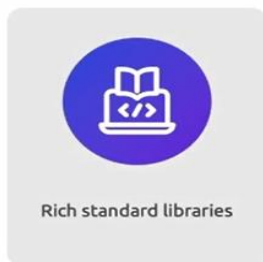


High-level
ergonomics

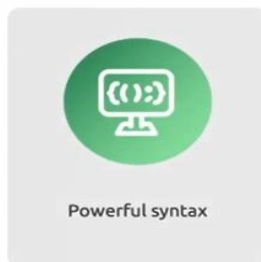


Low-level
control

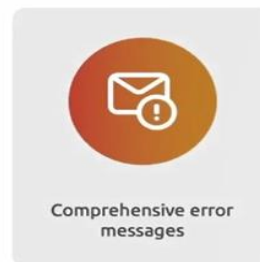
Rust makes it easy to write safe, expressive, and high-level code by offering:



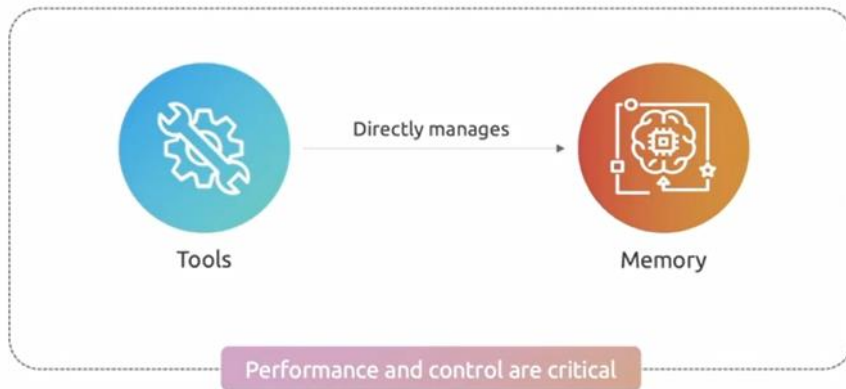
Rich standard libraries



Powerful syntax

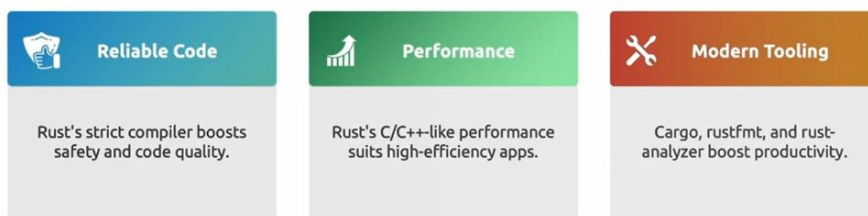


Comprehensive error
messages





For Professionals



Rust – Trusted by Industry Leaders for Performance

Mozilla



Rust was built by Mozilla for Firefox's performance-critical parts.

Dropbox



It uses Rust in storage for performance and reliability.

Coursera

coursera

It uses Rust in data pipelines for efficiency and safety.

Rust – Trusted by Industry Leaders for Performance

Figma



It switched from TypeScript to Rust for better multiplayer performance.

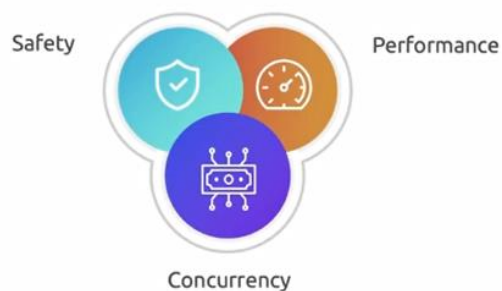
Microsoft



It integrates Rust for safer, faster systems programming.

Rust – Key Features

Rust is designed with a focus on:



1 Memory Safety



Safely manages memory without a garbage collector

Rust enforces ownership rules at compile time.

01

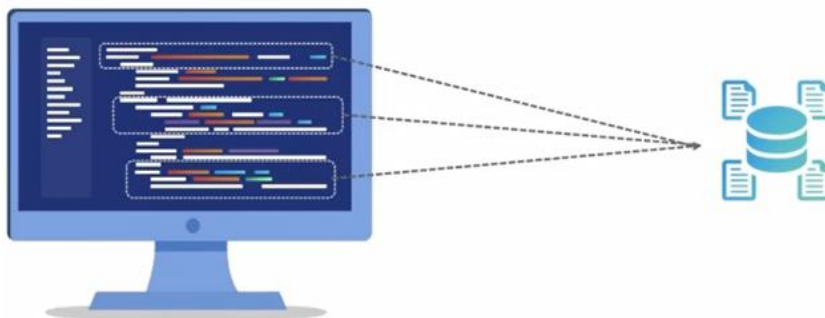
Ownership
Each piece of data in Rust has a single owner.

02

Borrowing
References can be created without owning the data.

03

Lifetimes
These ensure that references are always valid.





Ensures safe multi-threaded access, catching potential issues at compile time

3

Performance

As fast as



Rust – Key Features

It offers low-level control over memory and other resources.



Crucial for writing high-performance applications

Rust – Key Features



Rust’s safety features help us avoid many common programming errors.



Rust – Key Features



Efficient and free from common bugs

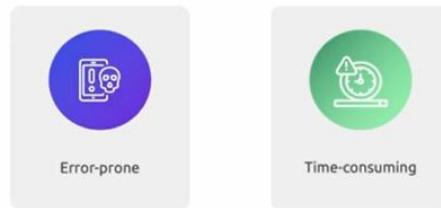
Understanding Cargo

Cargo is the Rust package manager and build system.



Understanding Cargo

Rust projects often involve multiple dependencies.



Cargo automates version control and ensures proper compilation.

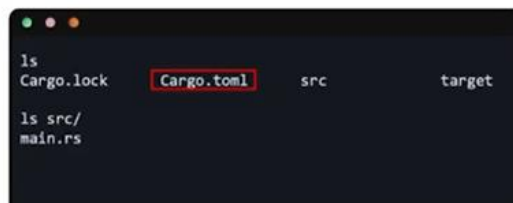
To Create Simple Rust Project Using Cargo:

- **Run Command:** *cargo new project_name (ex: hello_rust)*

```
C:\Tests\Rust\From-Youtube-01>cargo new hello_rust
Creating binary (application) `hello_rust` package
note: see more `Cargo.toml` keys and their definitions at https://doc.rust-lang.org/cargo/reference/manifest.html
```

Creating a New Rust Project – Steps

Inside the project directory, there is a `src` folder with a `main.rs` file and a `Cargo.toml` file.



The `Cargo.toml` file is where the project's metadata and dependencies are defined.

Cargo – Summary

Cargo is a powerful tool that simplifies Rust development by:



Macros In Rust Are Powerful Way To Generate Codes In Compile Time, It Ends With: !

To build the project using cargo, we run command: *cargo build*

To run the project using cargo, we run command: *cargo run*

To keep your code consistent and well-formatted, you can use the `rustfmt` tool, which is included with the standard Rust distribution. Just run `rustfmt` on your Rust files to automatically format your code.

Single-Line Comments

Starts with two forward slashes `//` and is ignored by the compiler

```
main.rs
// This is a single-line comment
fn main() {
    // This line prints "Hello, world!"
    println!("Hello, world!");
}
```

Multi-Line Comments

Useful to write longer explanations or temporarily disable blocks of code. **Start** with `/*` and **end** with `*/`

```
main.rs
/*
 * This is a multi-line comment.
 * It spans multiple lines and is useful for
 * providing more detailed explanations.
 */

fn main() {
    println!("Hello, world!");
}
```

Comments – Best Practices

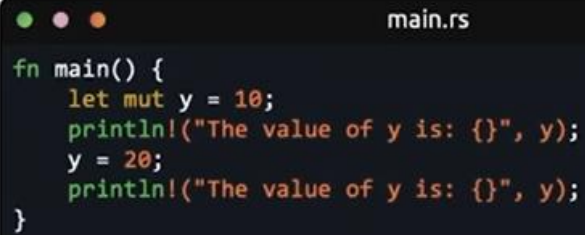


Immutability by Default

```
main.rs

fn main() {
    let y = 10;
    println!("The value of y is: {}", y);
    y = 20; // This line will cause a compilation error
    println!("The value of y is: {}", y);
}
```

Making Variables Mutable



```
fn main() {  
    let mut y = 10;  
    println!("The value of y is: {}", y);  
    y = 20;  
    println!("The value of y is: {}", y);  
}
```
