## Rust

Rust 2018, released in December, was the first major new edition of the language since Rust 1.0 in 2015. Rust 2018 introduced async (asynchronous) functions and await expressions in order to make Rust more effective for writing network servers and other I/O-intensive applications. “An async function can use an awaitexpression to suspend its execution until the data it needs becomes available,” says Jim Blandy, coauthor of [Programming Rust](http://link.oreilly.com/trSs0l0iFn0WS00QMu000bf). “Rust has supported asynchronous programming in one form or another for a long time,” he notes, “but async functions provide a syntax for this sort of code that is a major improvement over what Rust has had before.”

Another in-the-works enhancement to Rust is improvement of Rust’s existing support of the WebAssembly standard for running code as part of a web page. “This will make it easier to integrate WebAssembly packages written in Rust with the existing JavaScript ecosystem,” says Blandy.

## What's next?

“What’s next?” is the question that’s always on every programmer’s mind. In 2019 and beyond, language design will continue to look for new ways to help programmers manage complexity and abstraction, as applications and data grow ever larger and become more crucial to the modern enterprise.