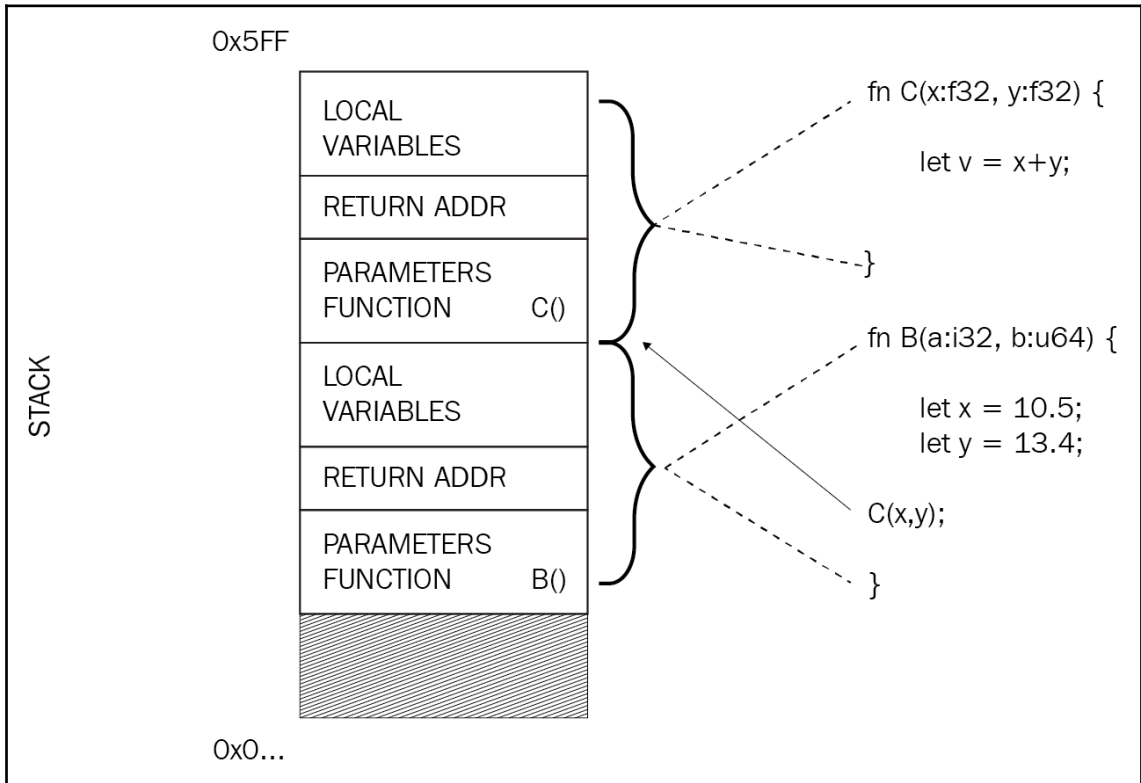
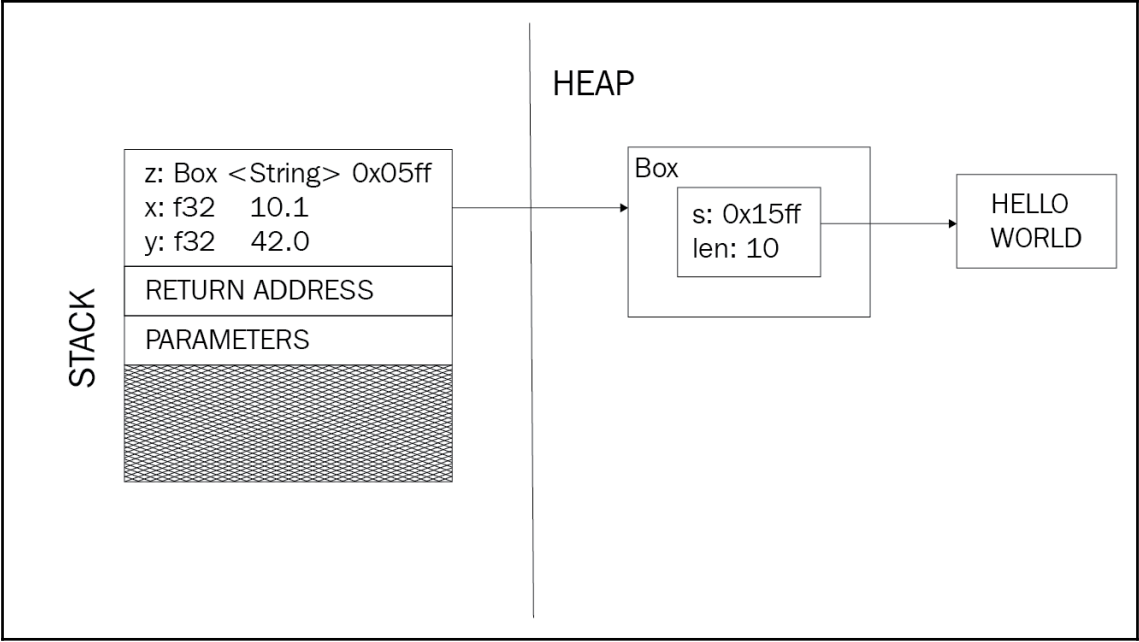


Chapter 1: Hello Rust!





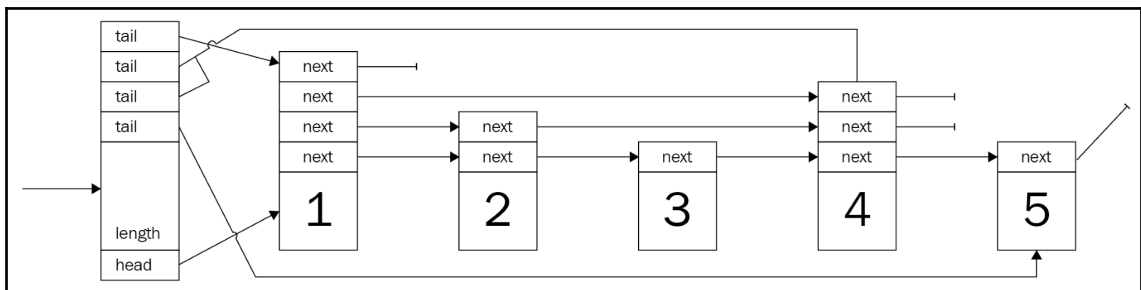
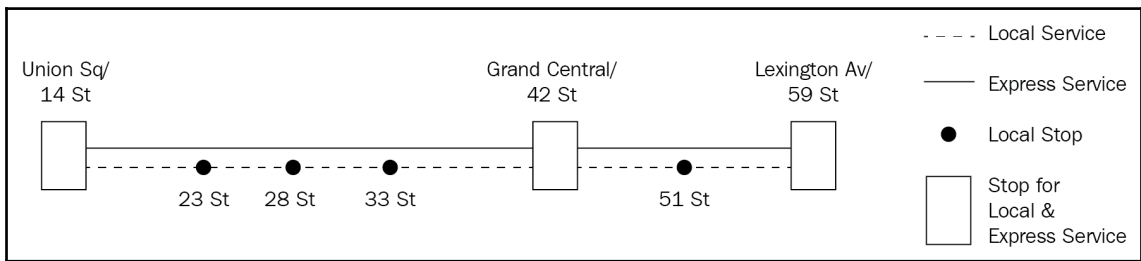
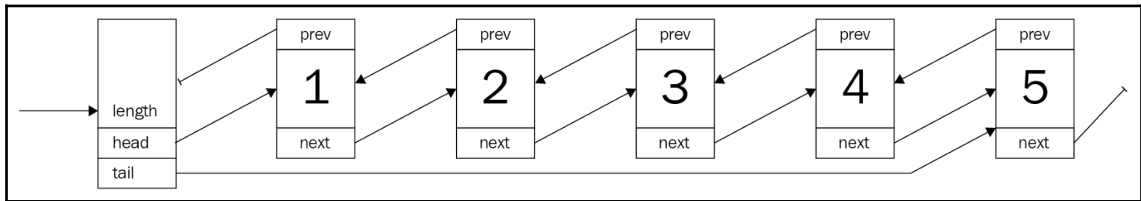
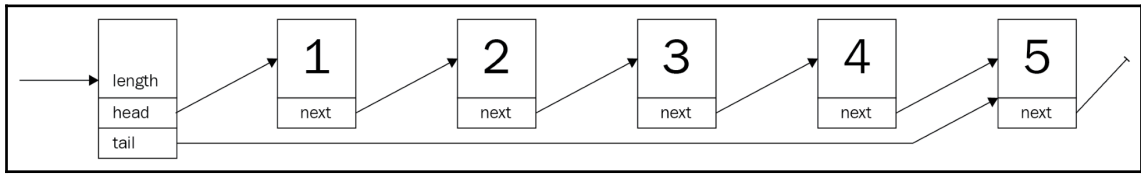
Chapter 2: Cargo and Crates

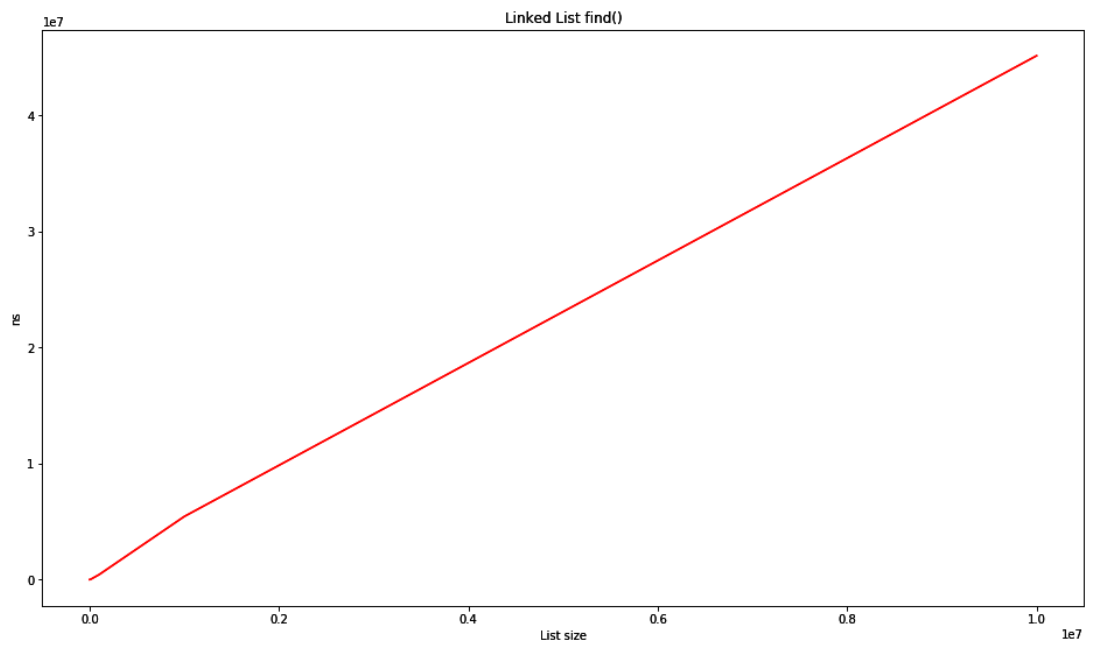
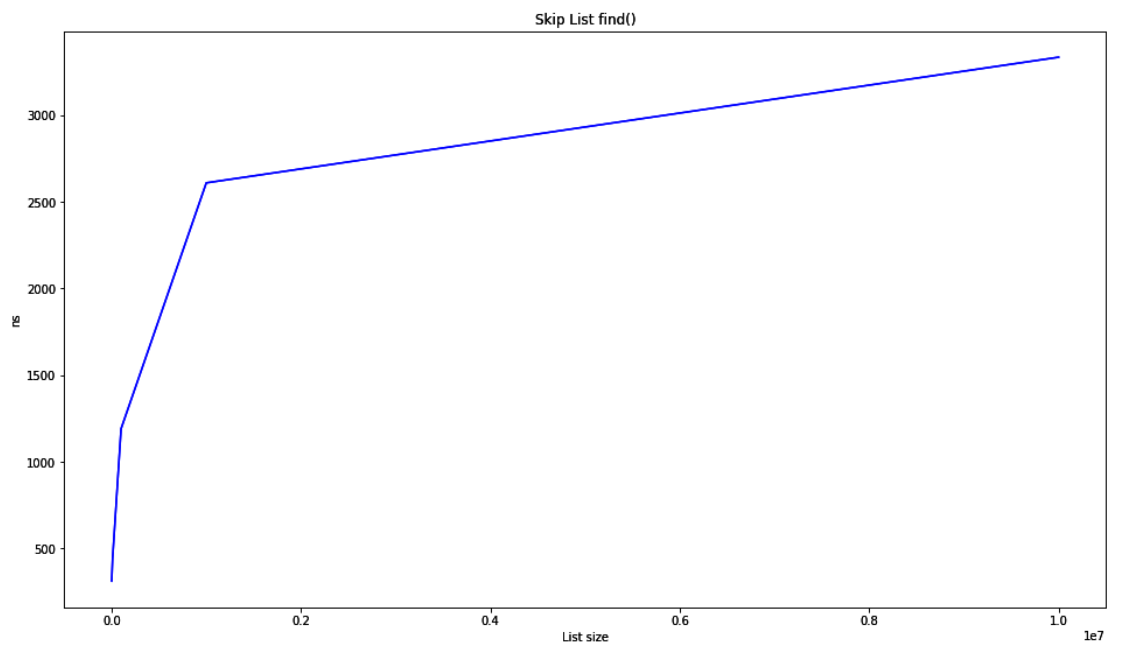
No images

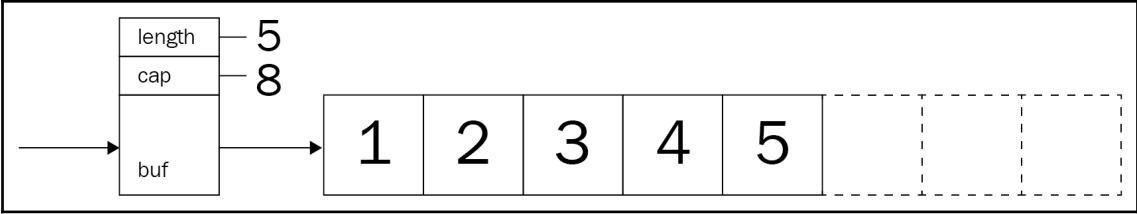
Chapter 3: Storing Efficiently

No images

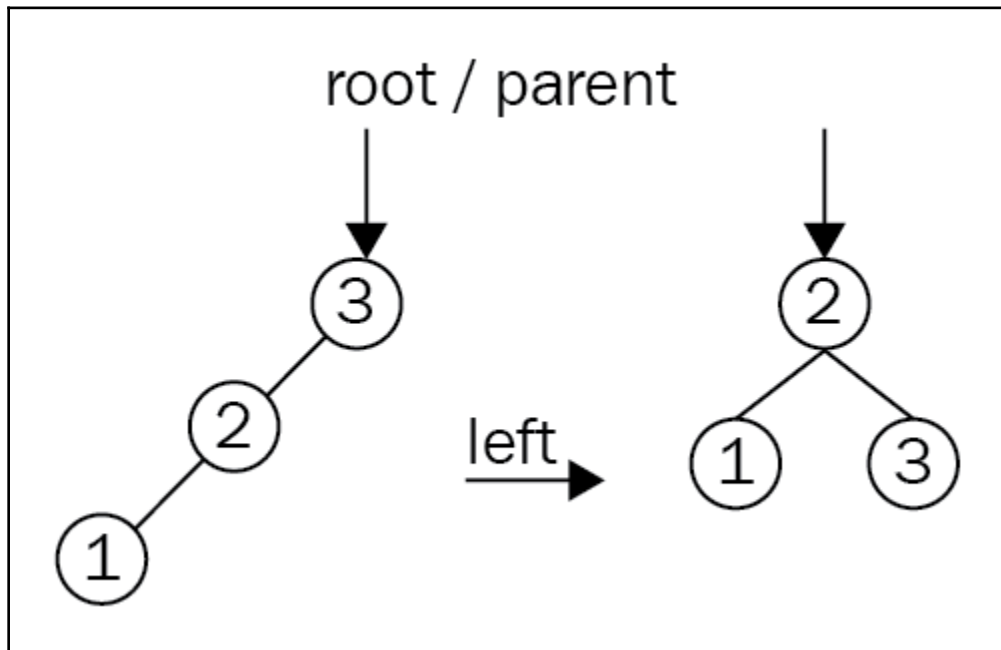
Chapter 4: Lists, Lists, and More Lists

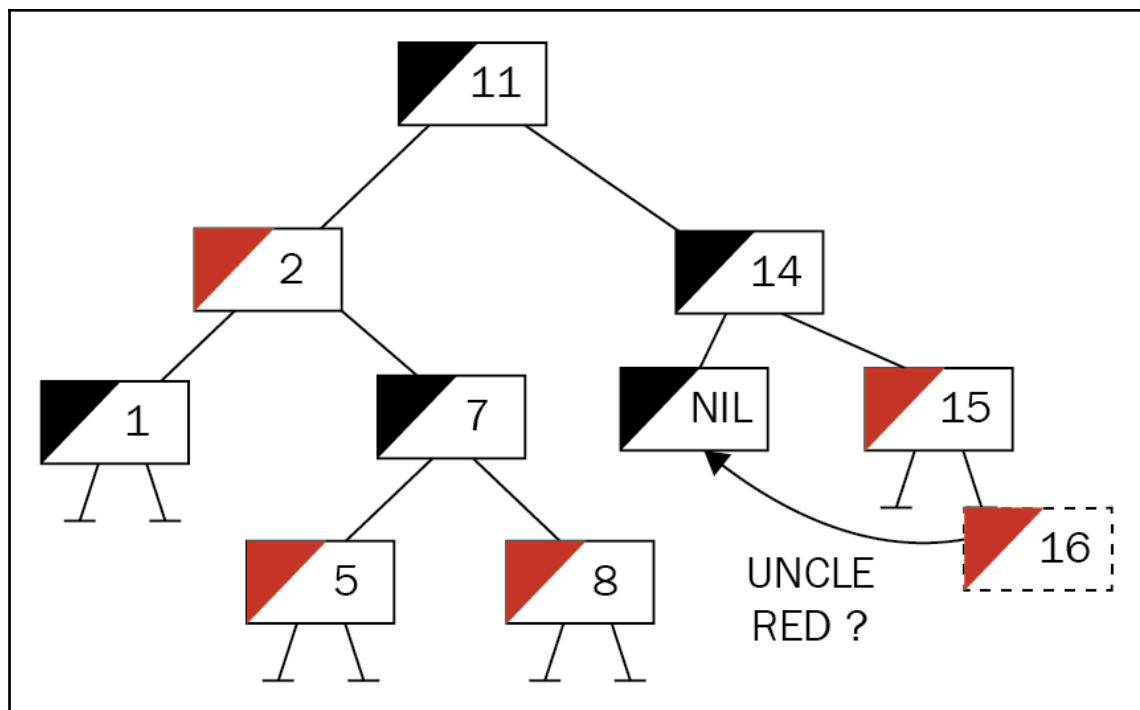


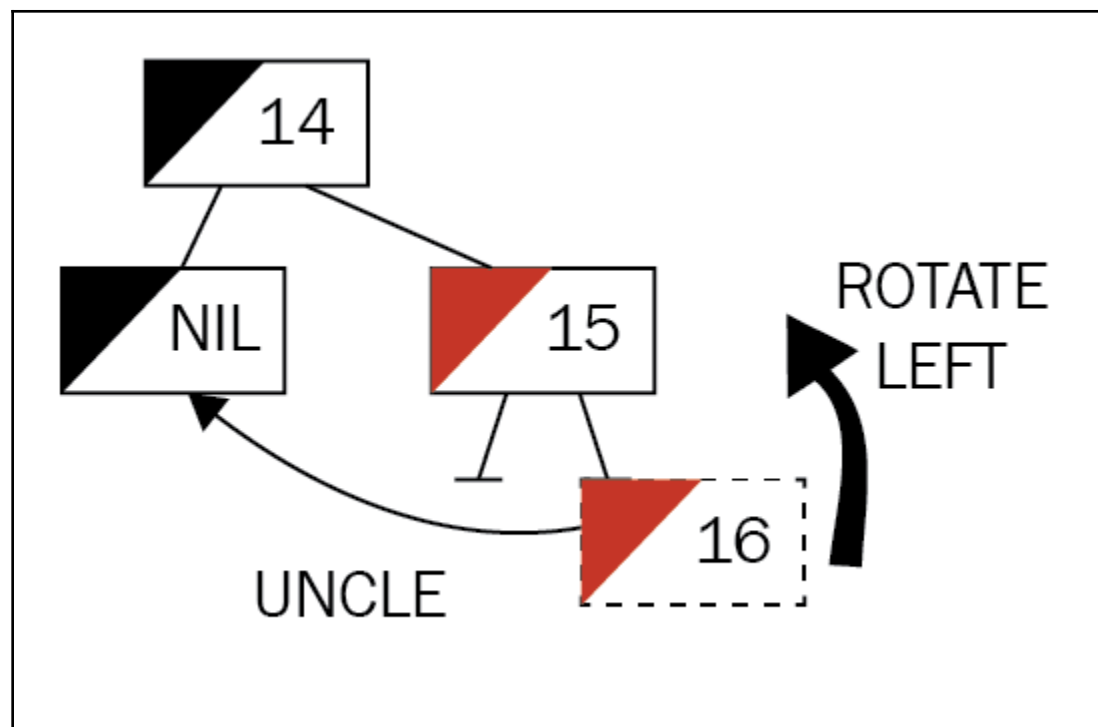




Chapter 5: Robust Trees



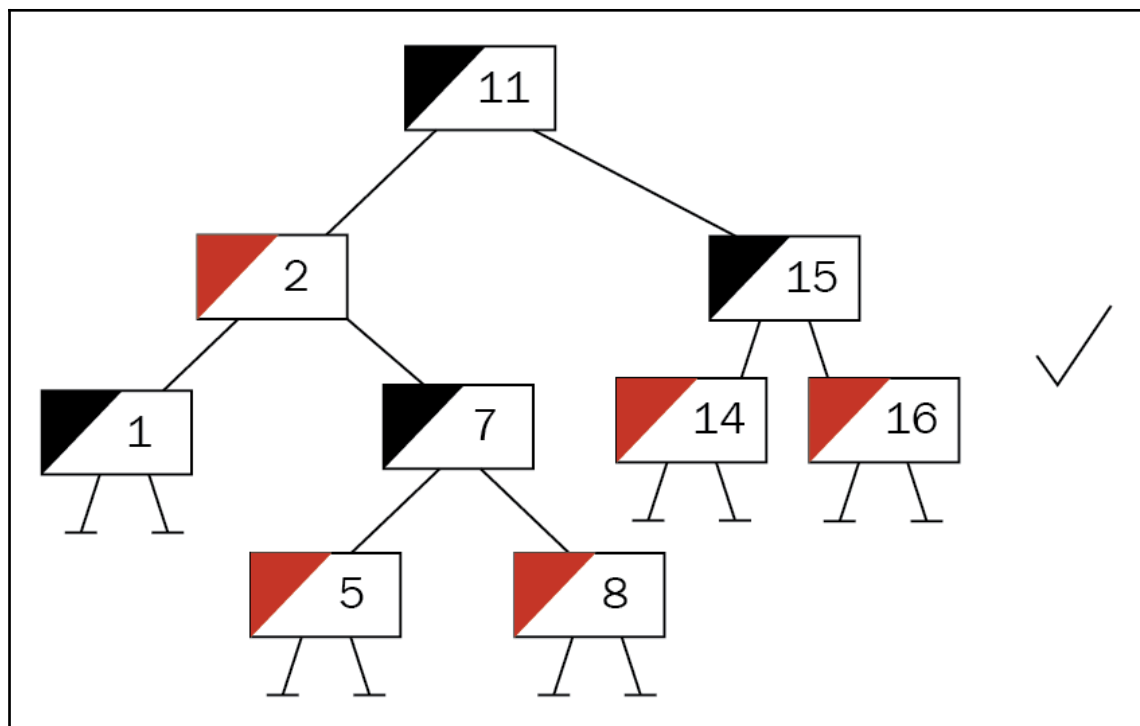


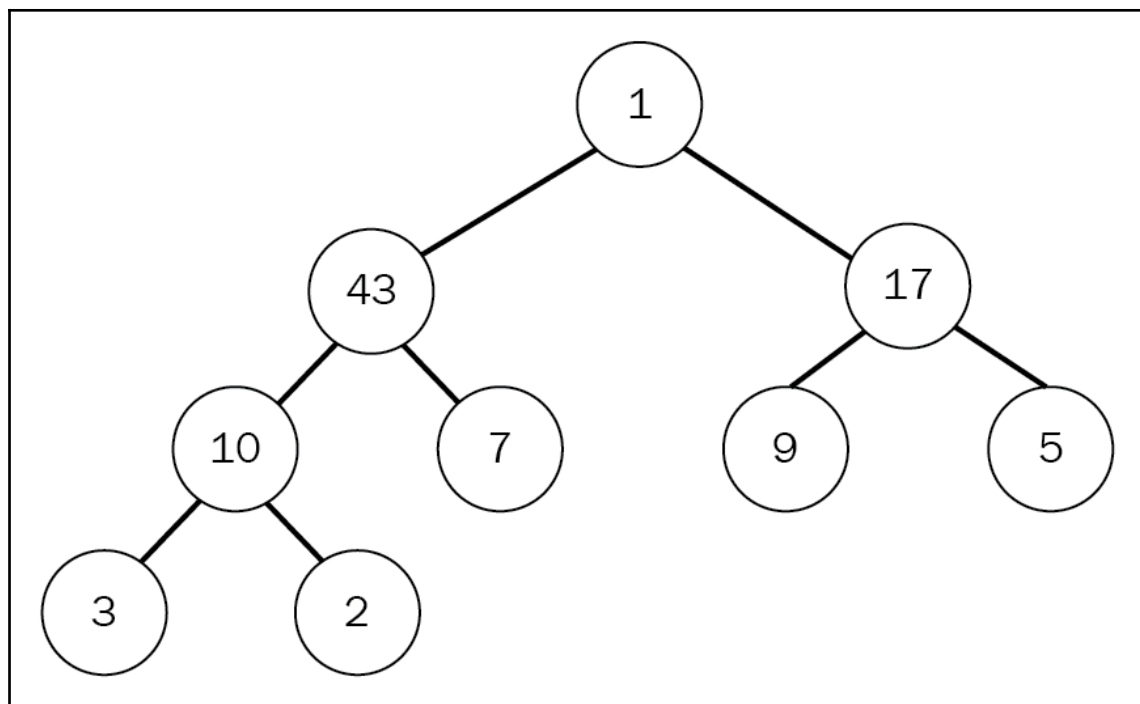


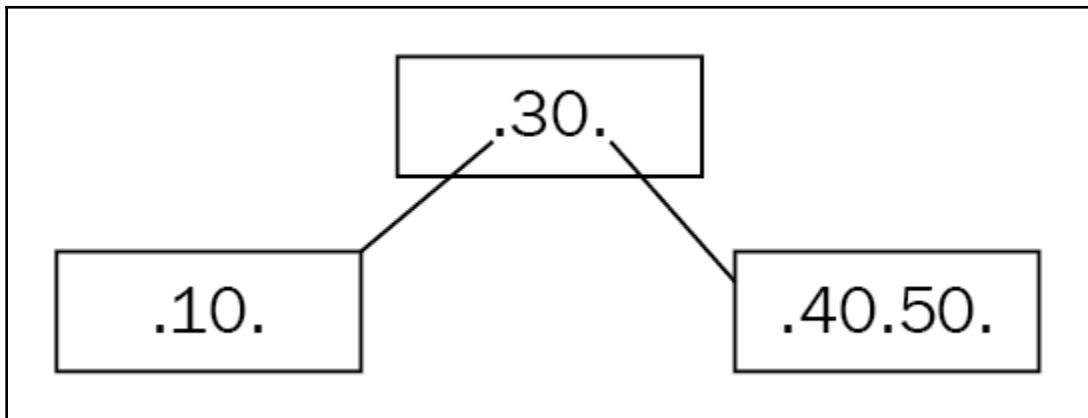
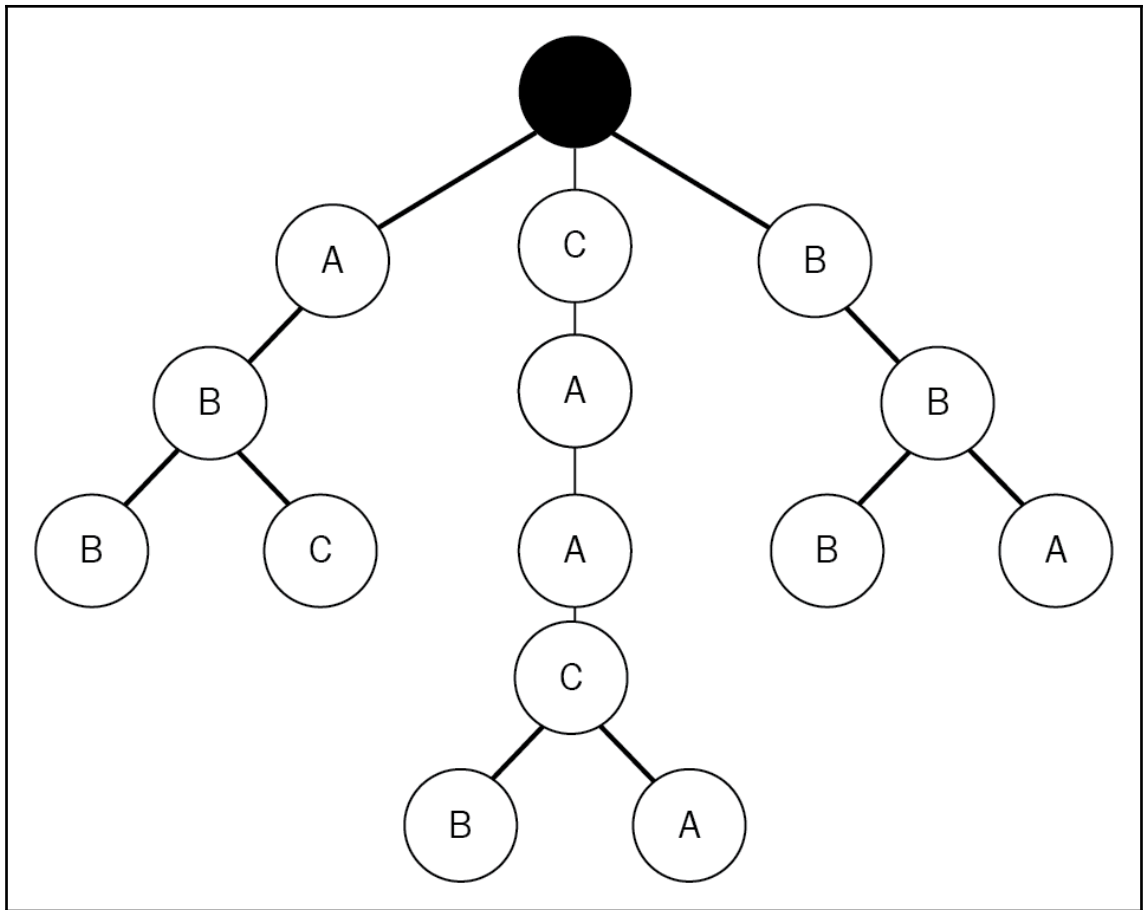
ROTATE
RIGHT

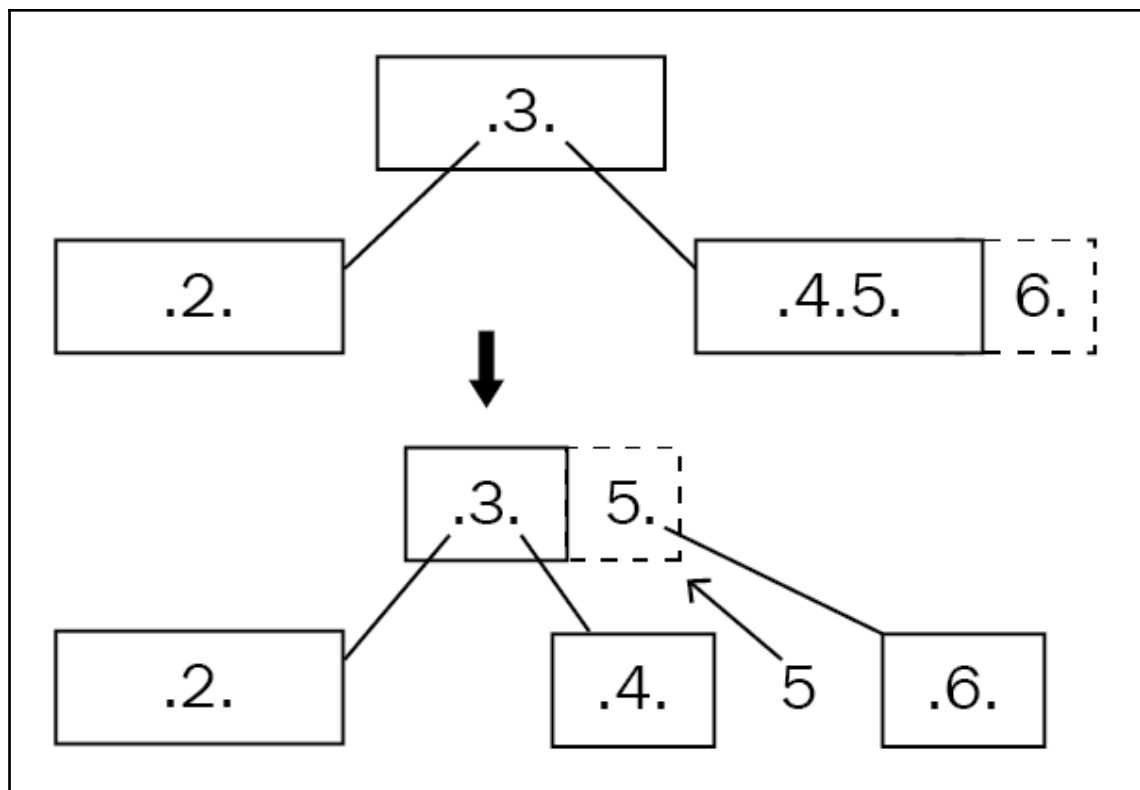


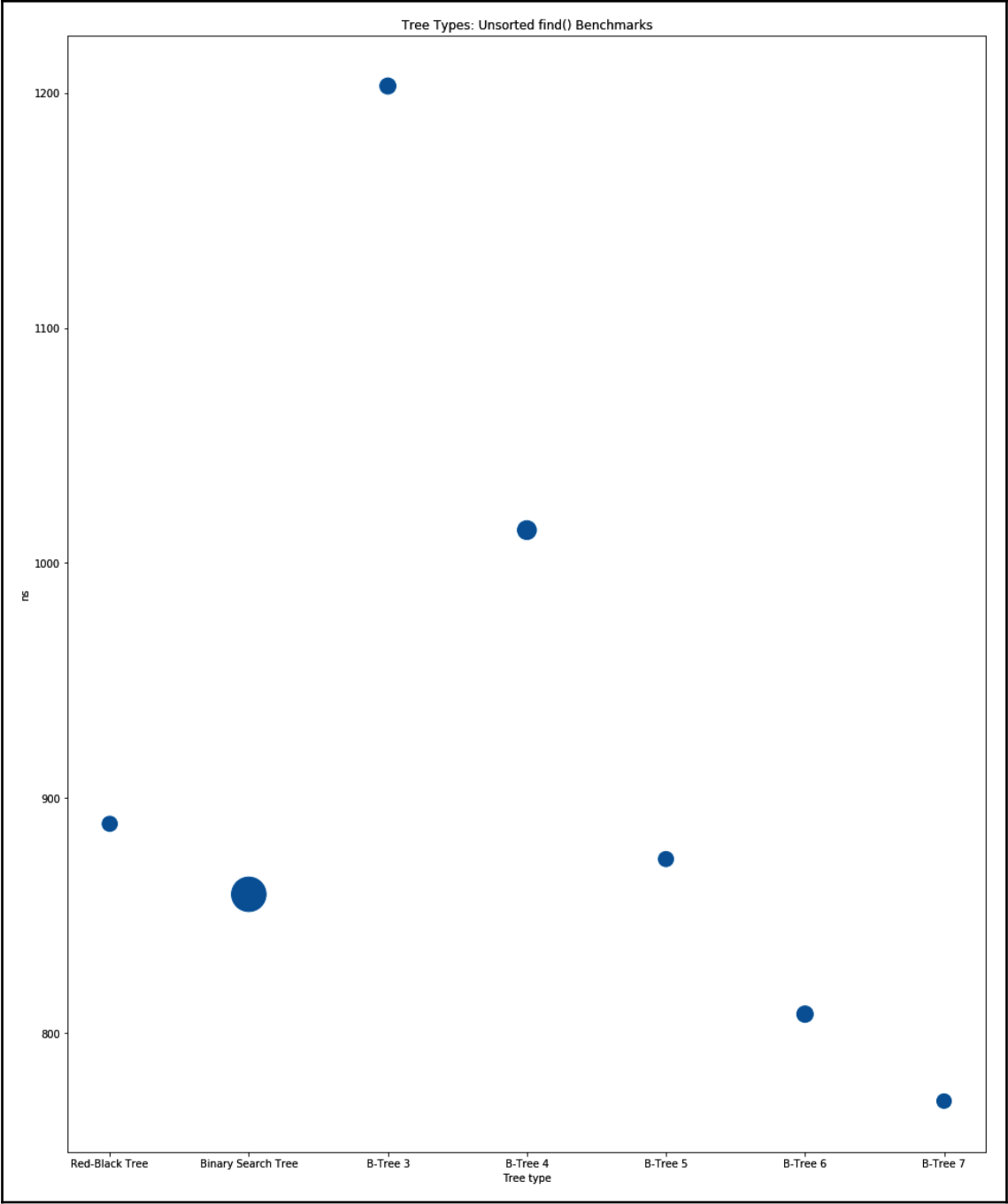
RECOLOUR

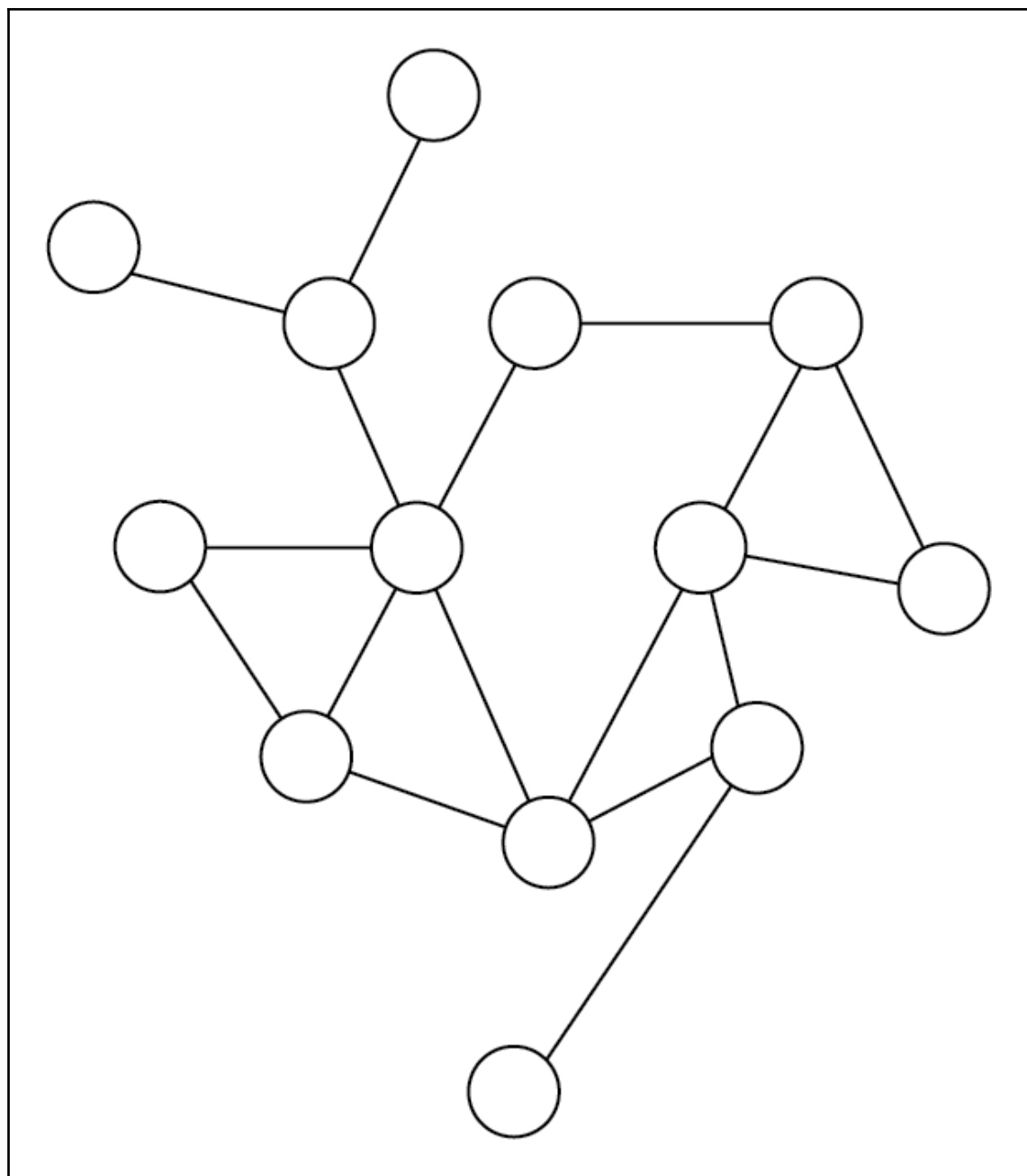


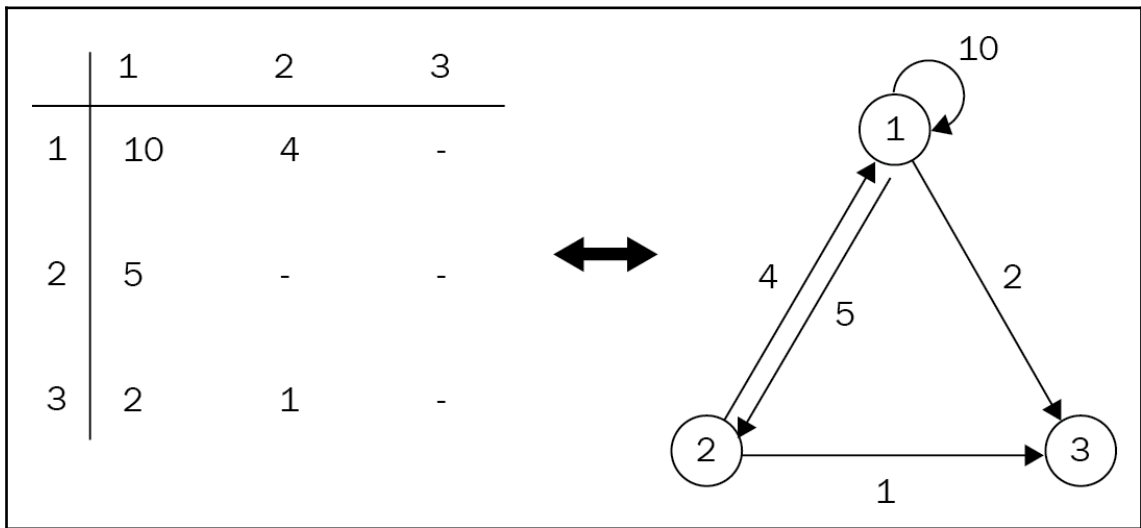
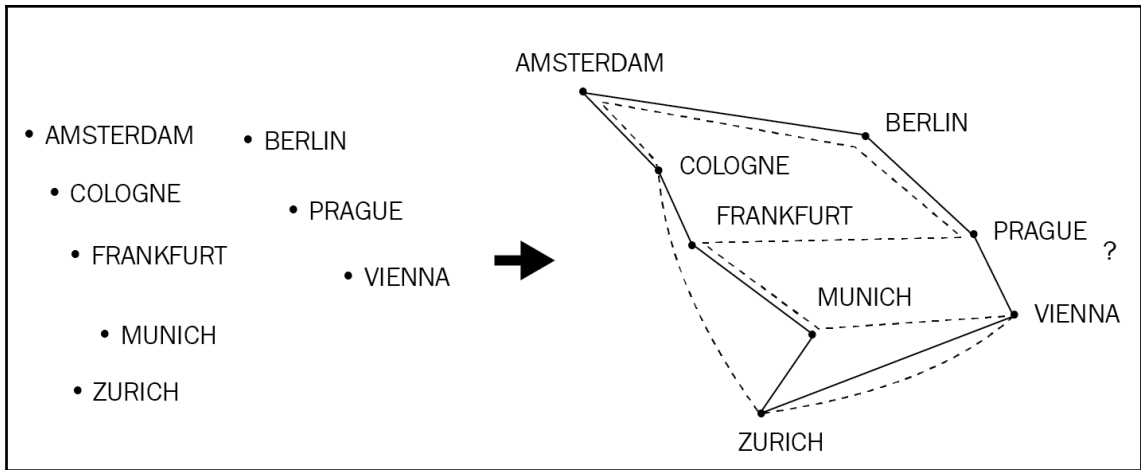




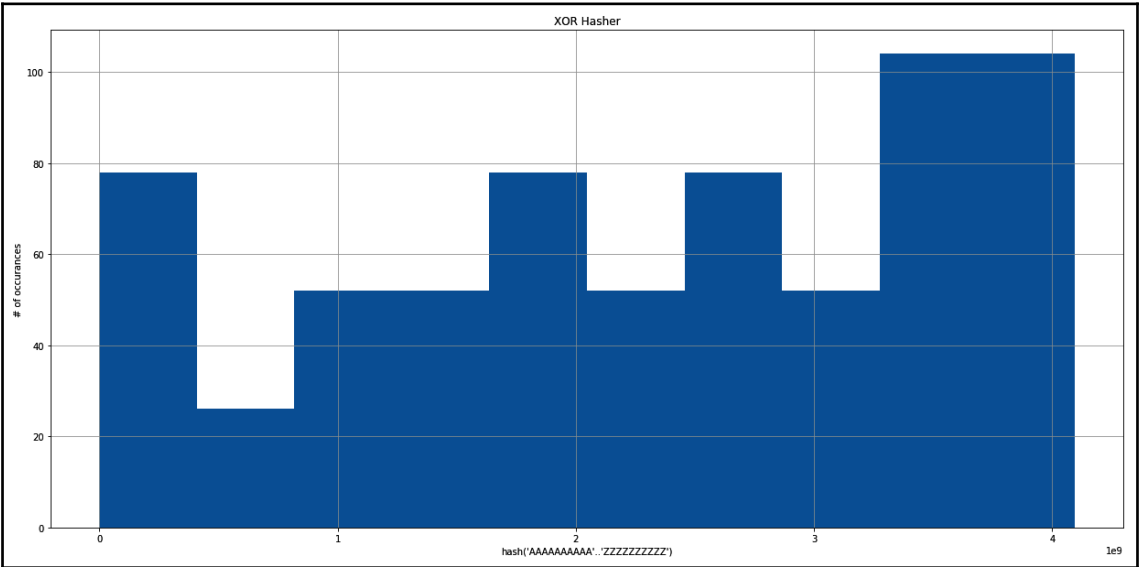


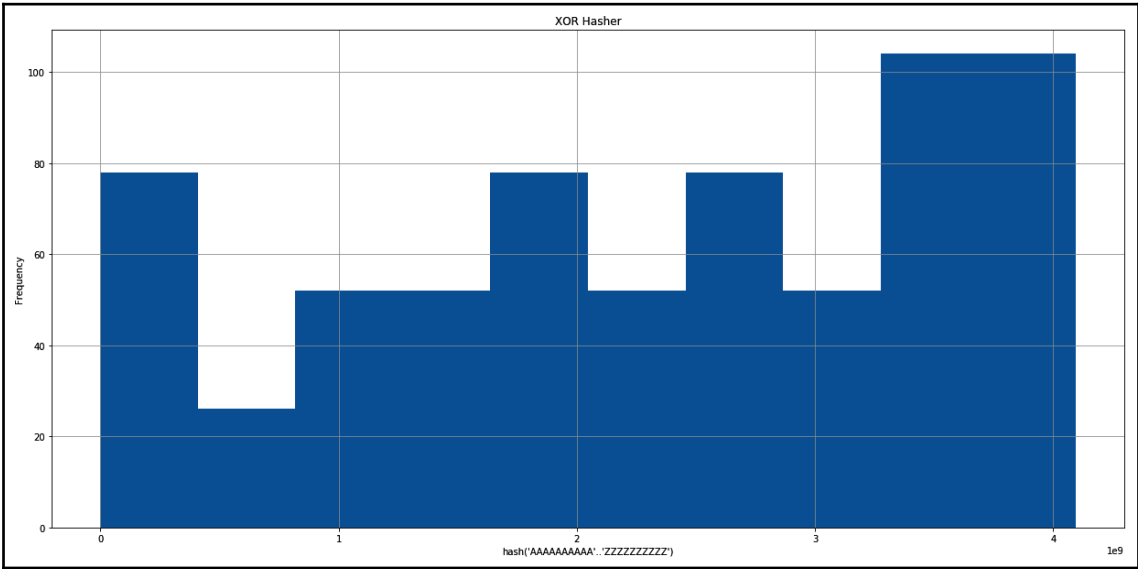
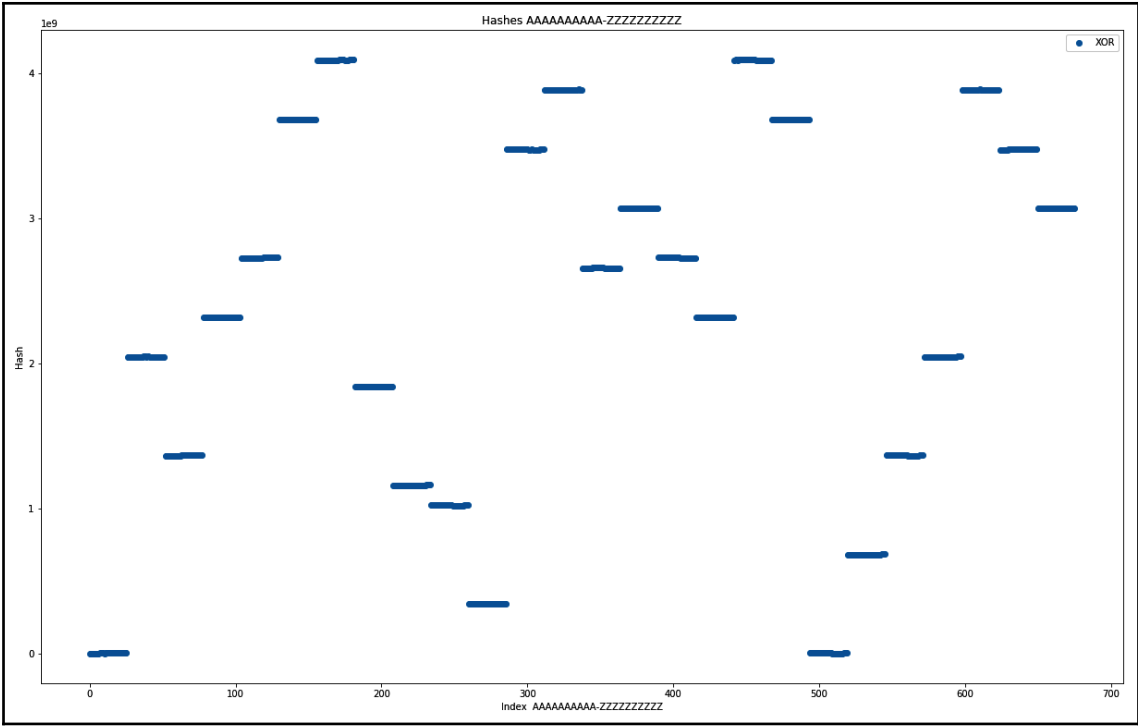


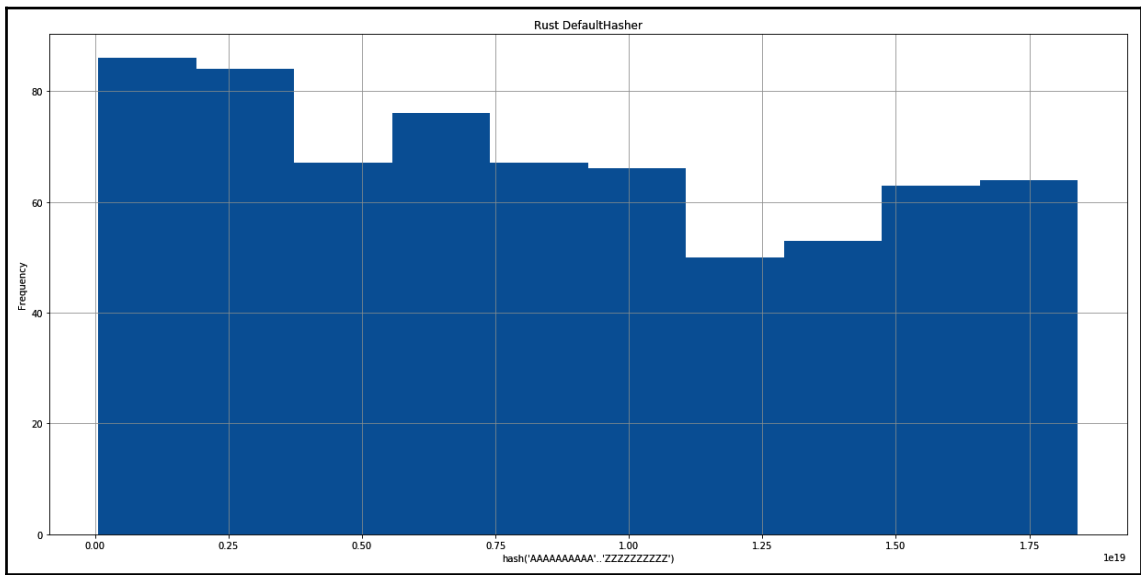
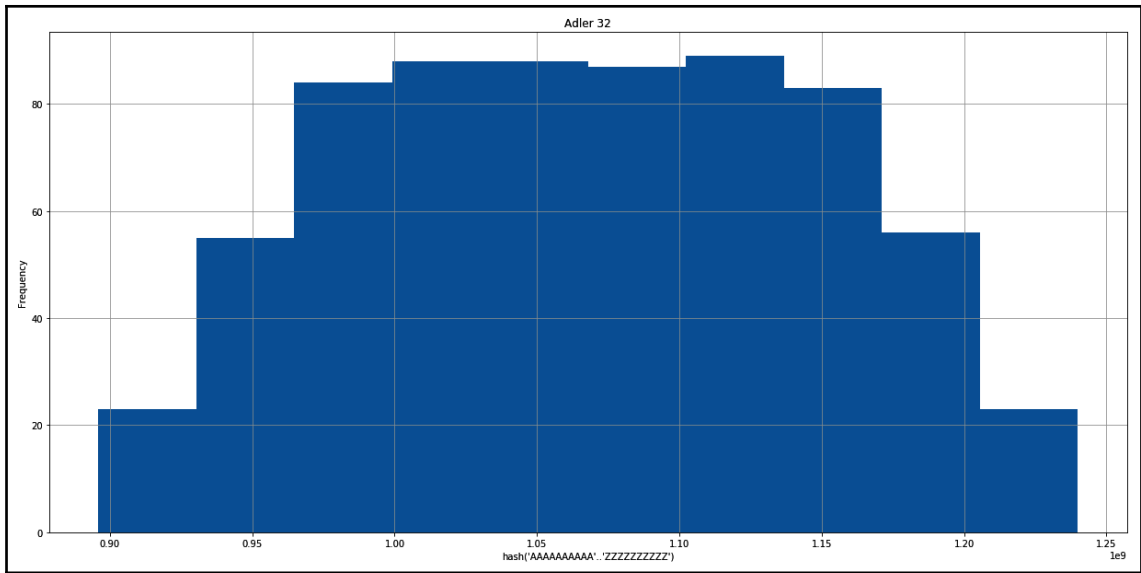


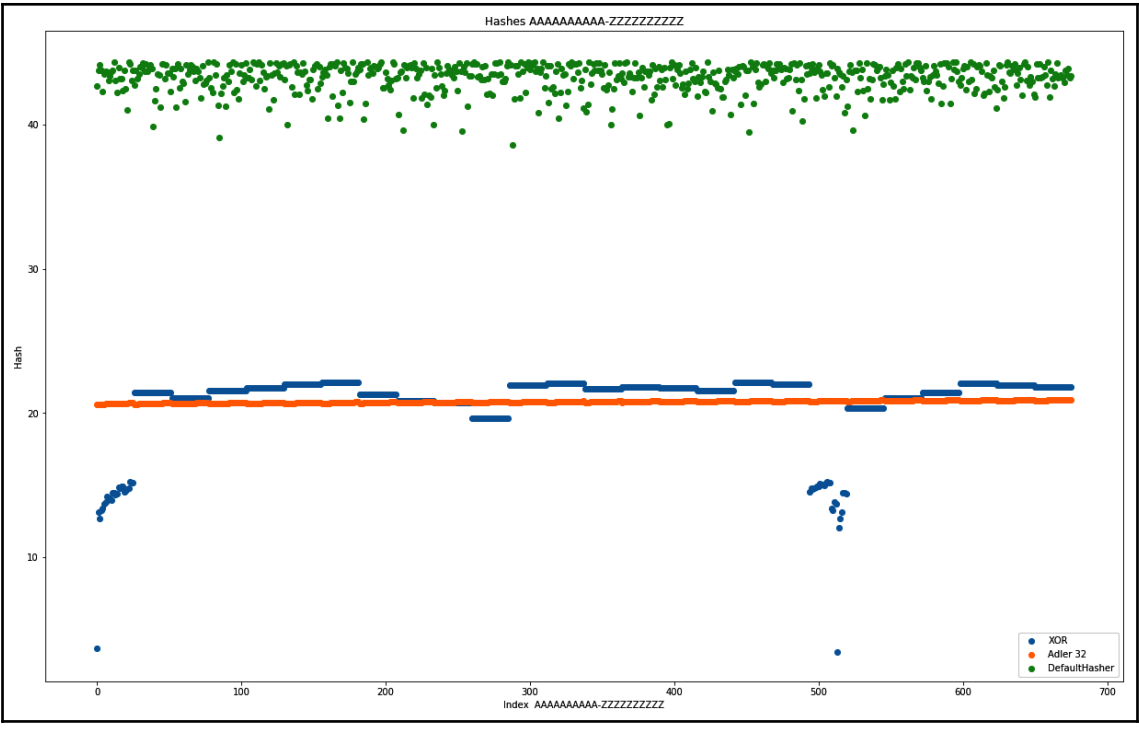


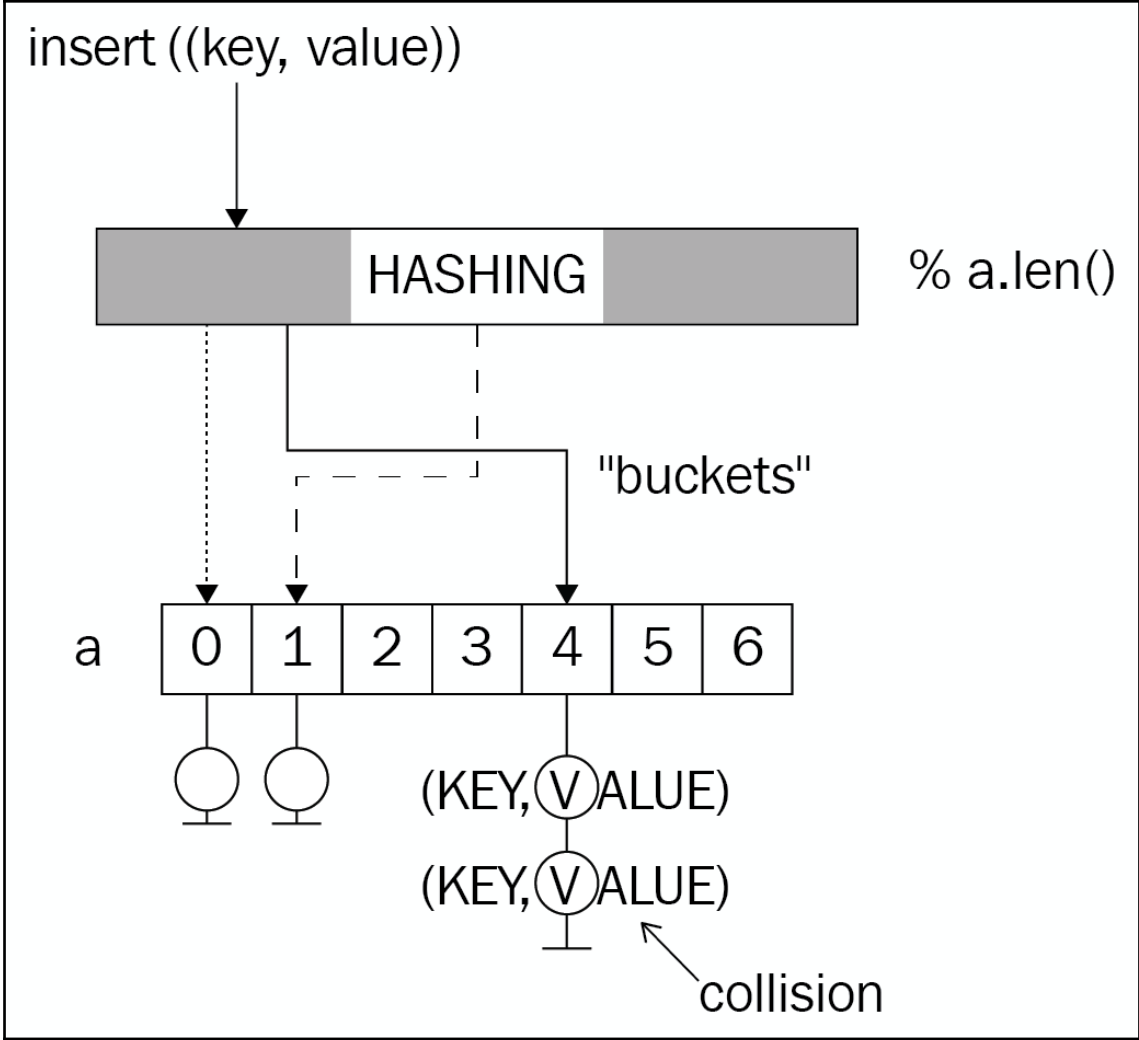
Chapter 6: Exploring Maps and Sets

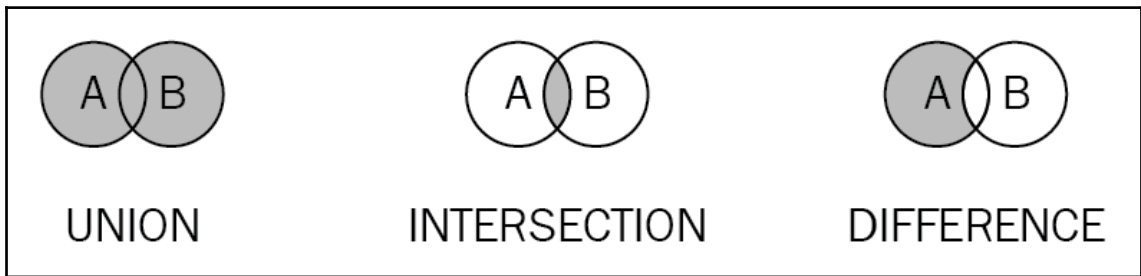
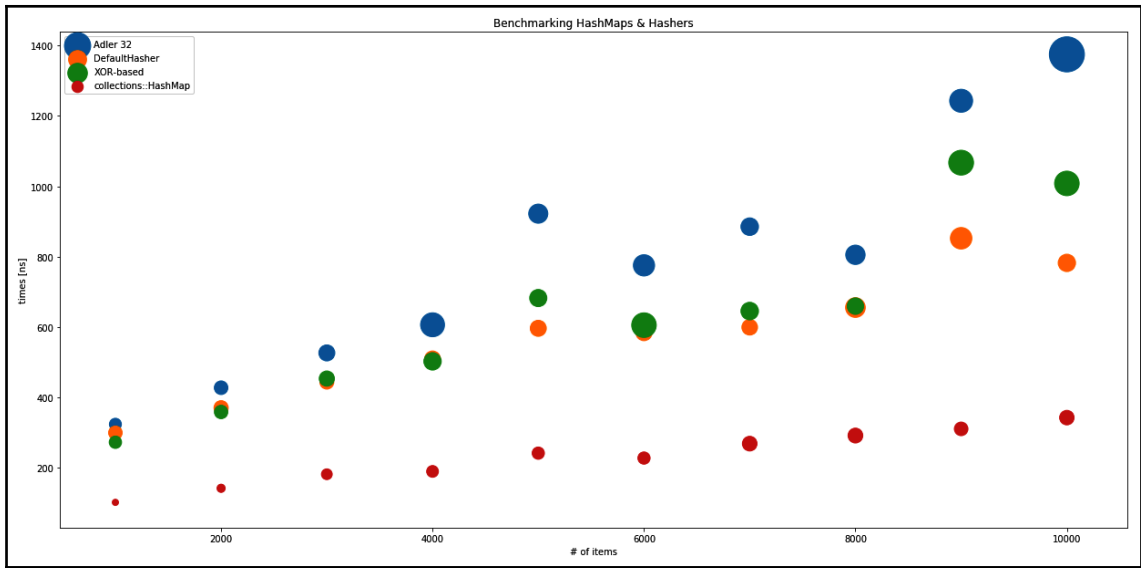




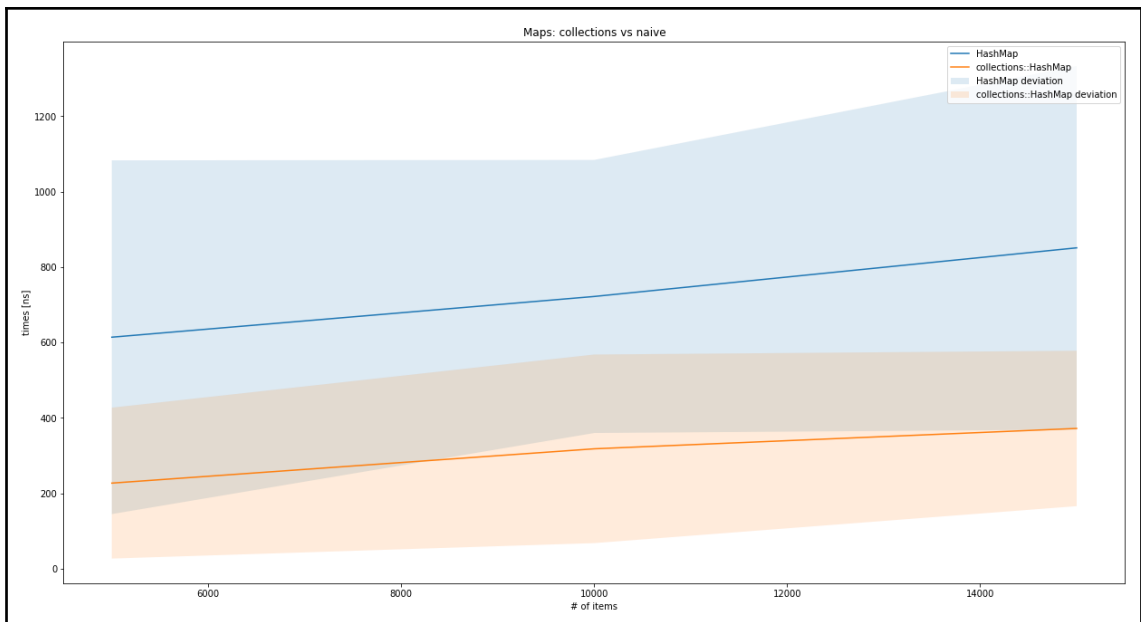
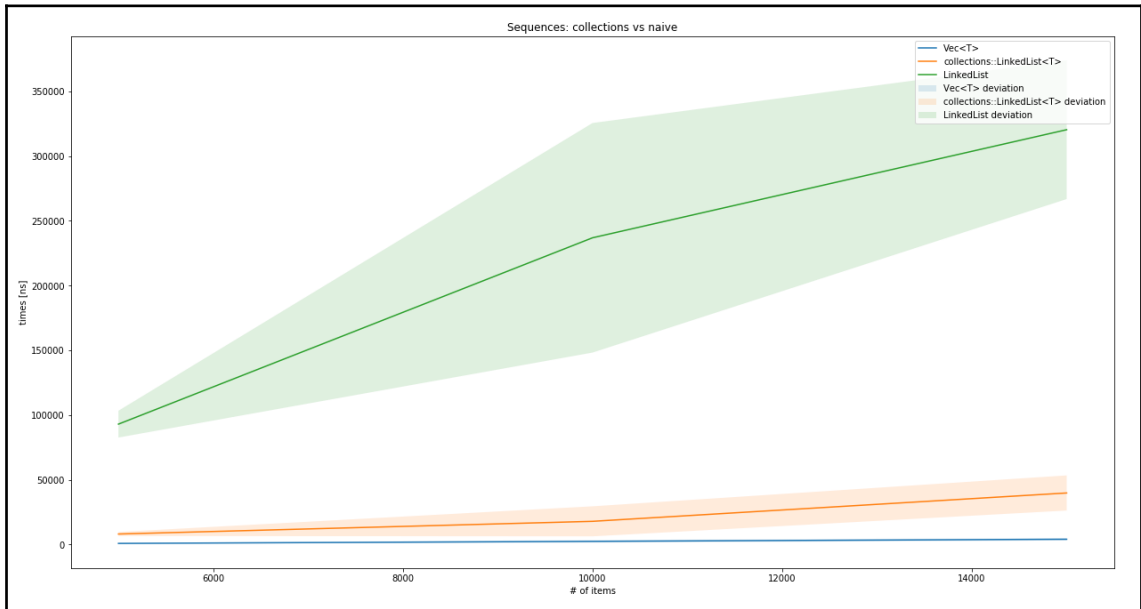


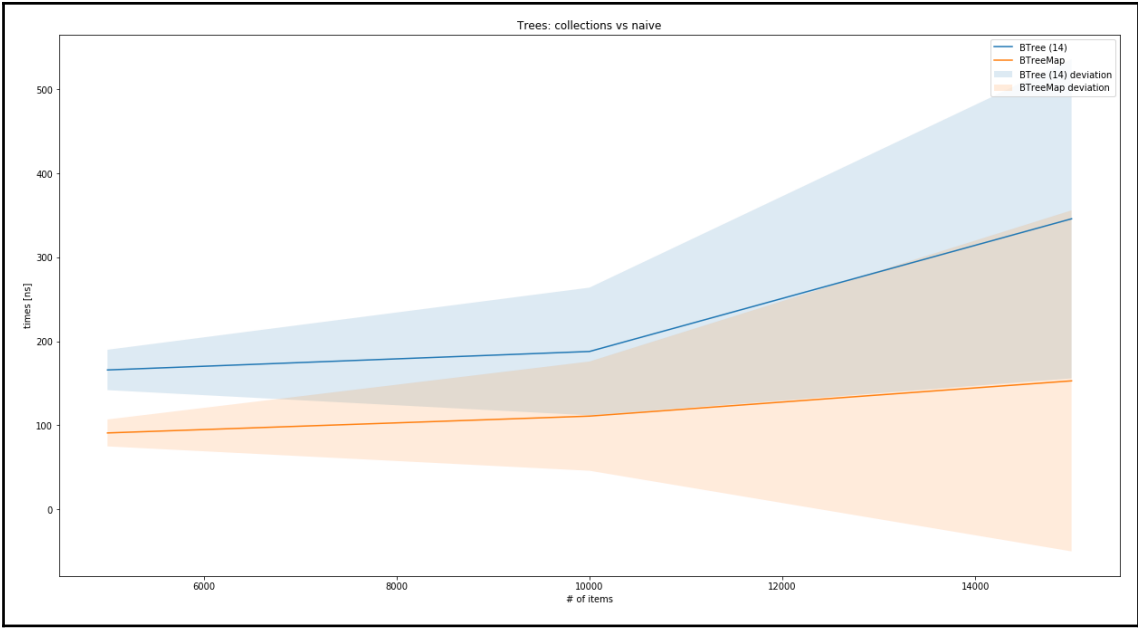




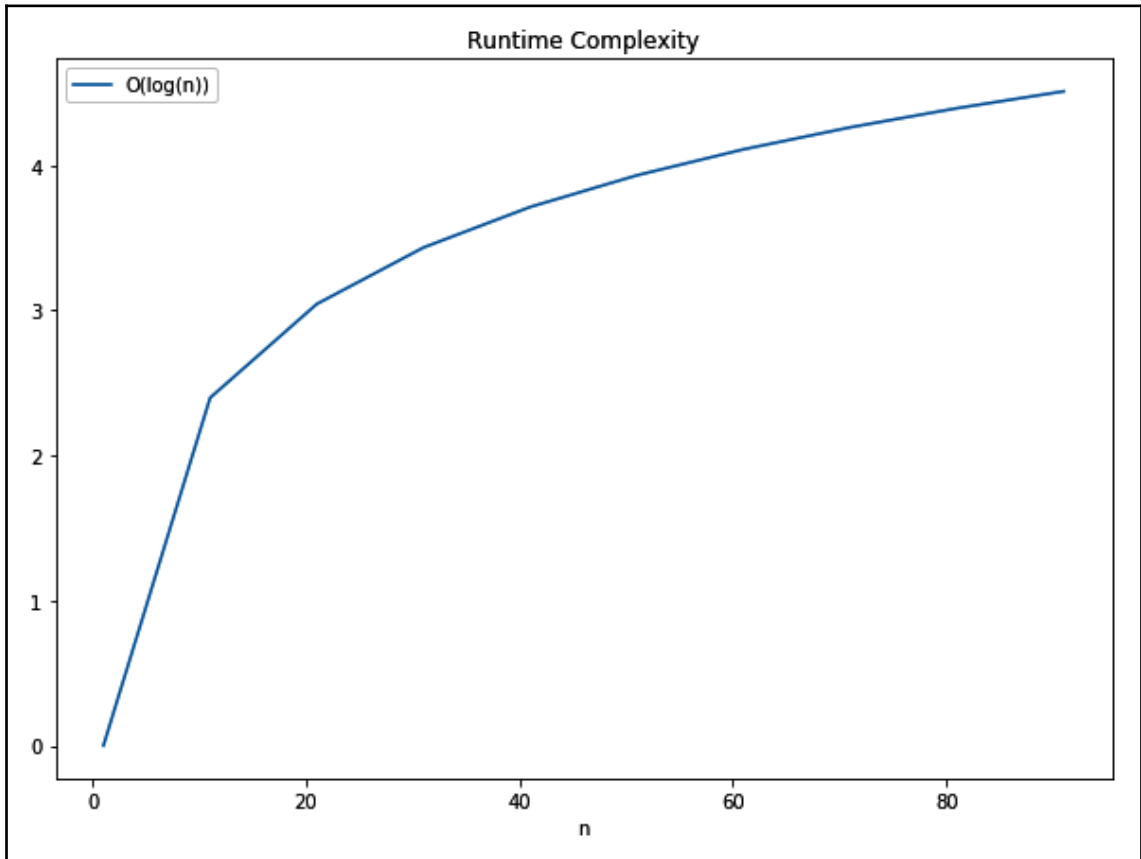


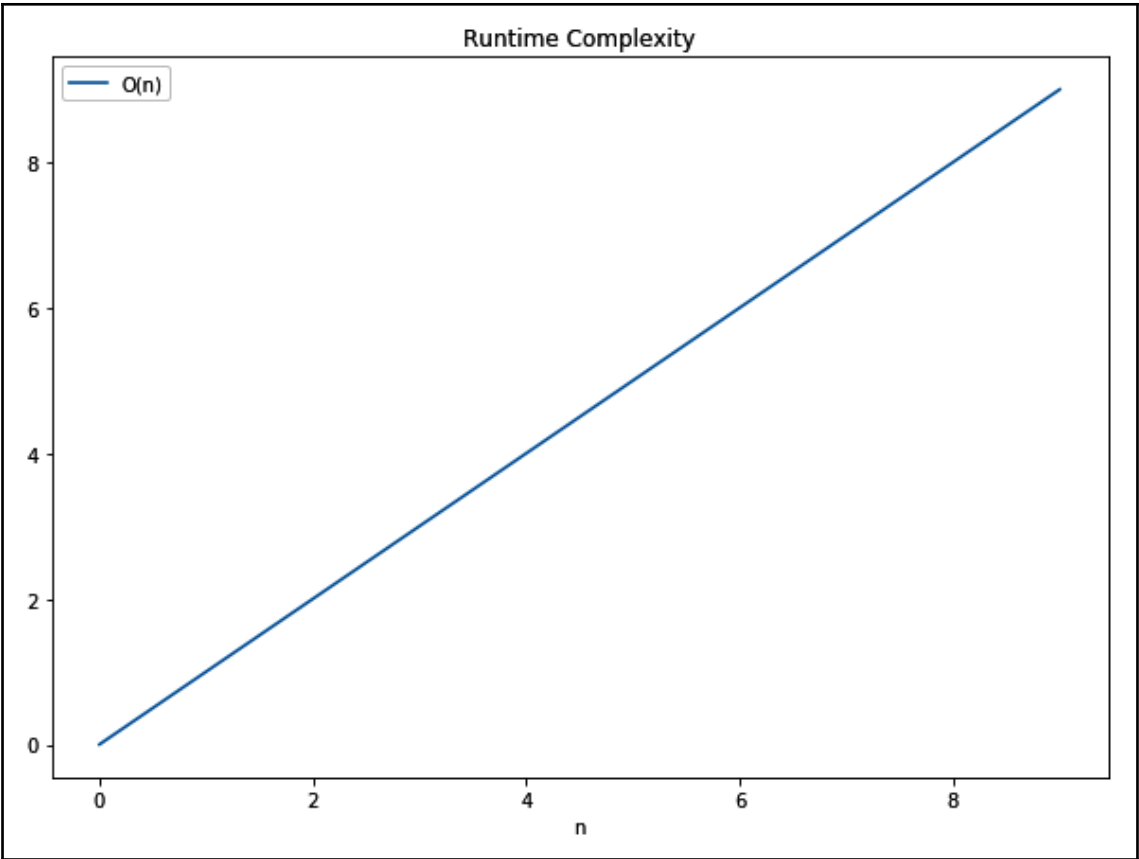
Chapter 7: Collections in Rust

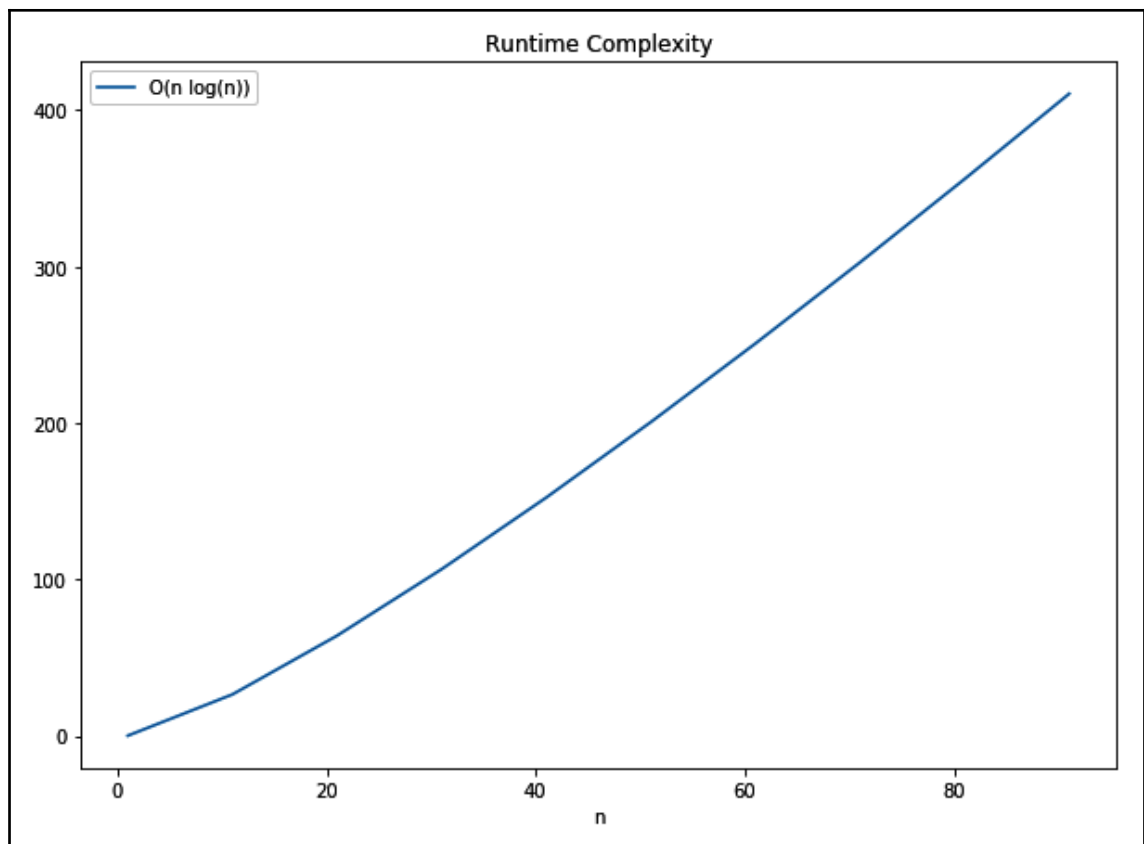


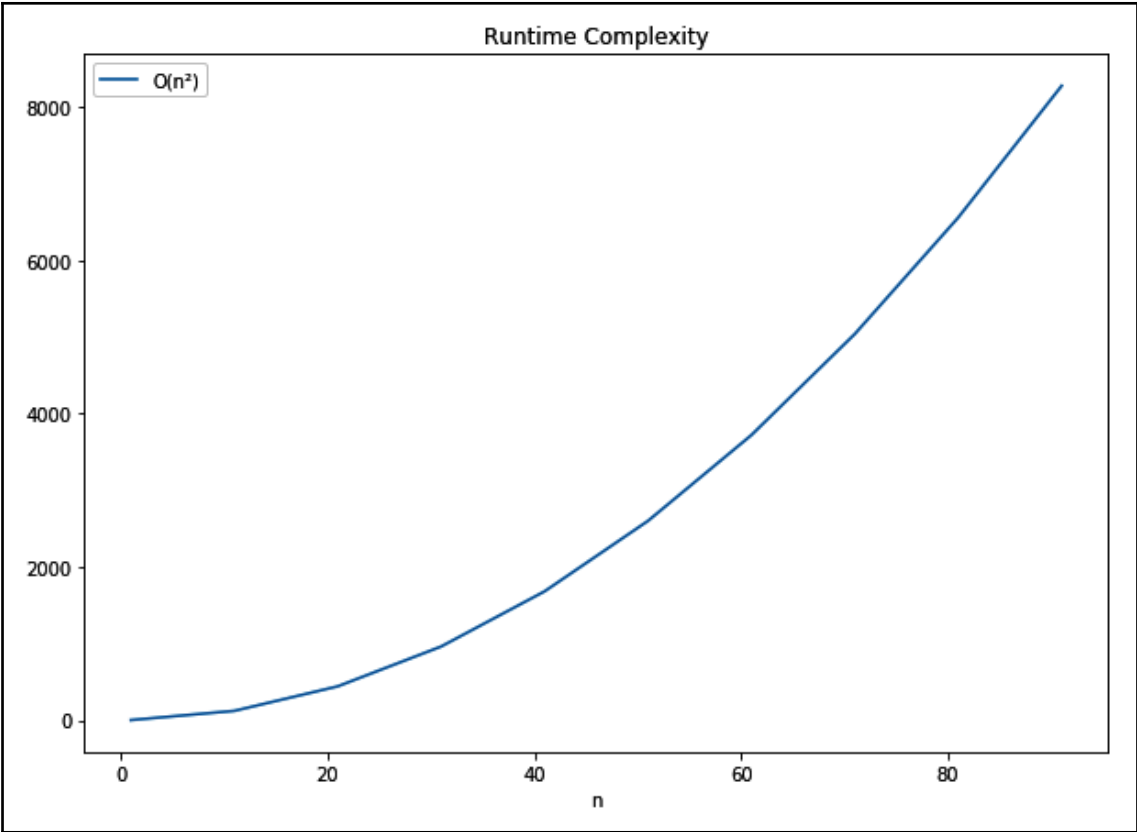


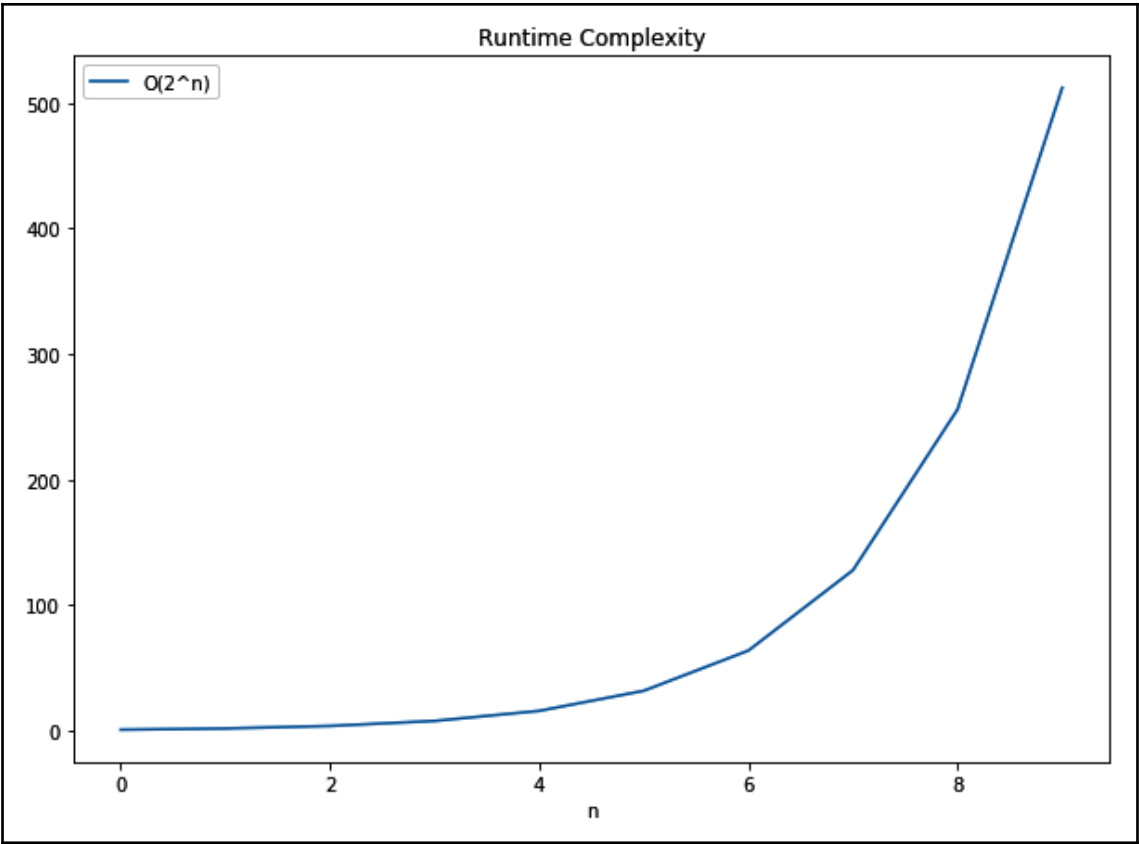
Chapter 8: Algorithm Evaluation

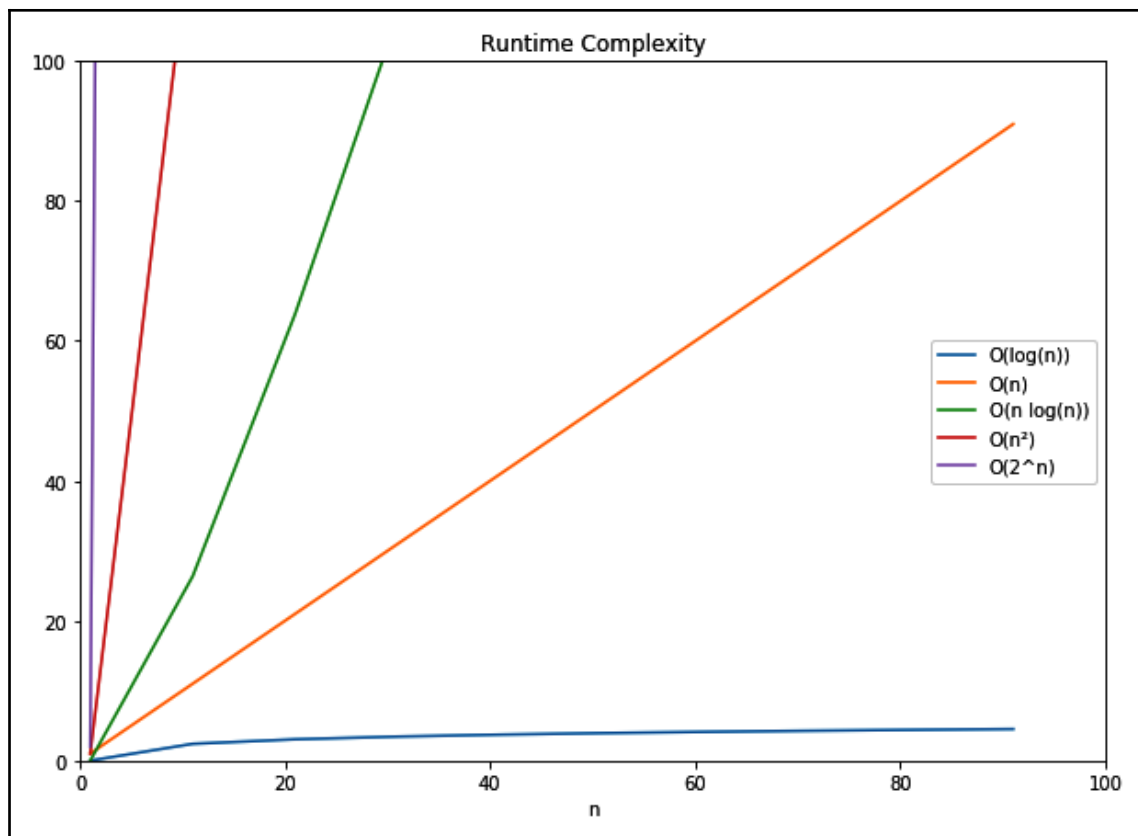




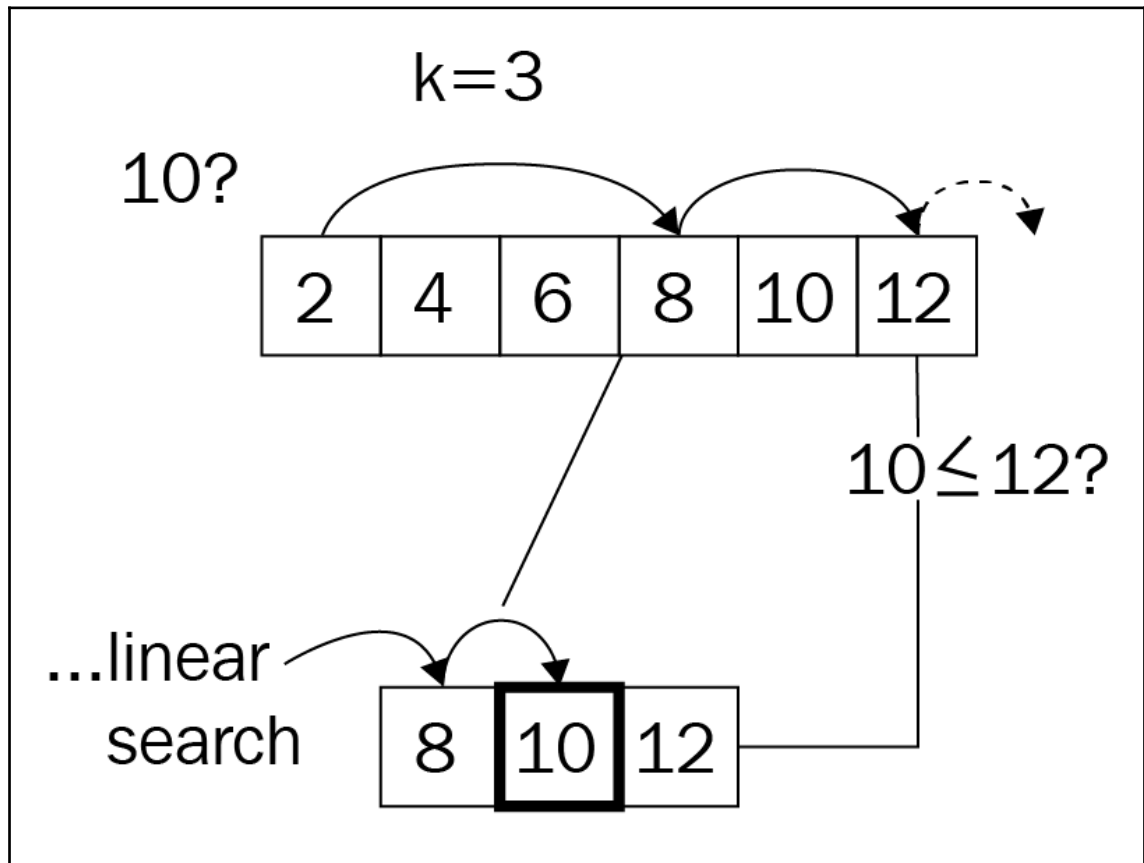
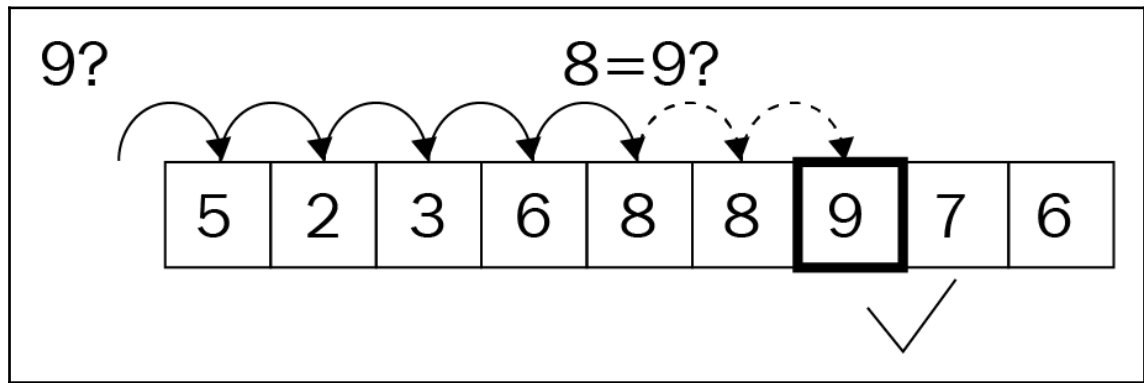








Chapter 9: Ordering Things



Where is 6?

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---



pick center element

$6 \leq 4?$ → No.

5	6	7	8
---	---	---	---



*pick center
element*

$6 \leq 4?$ → Yes!

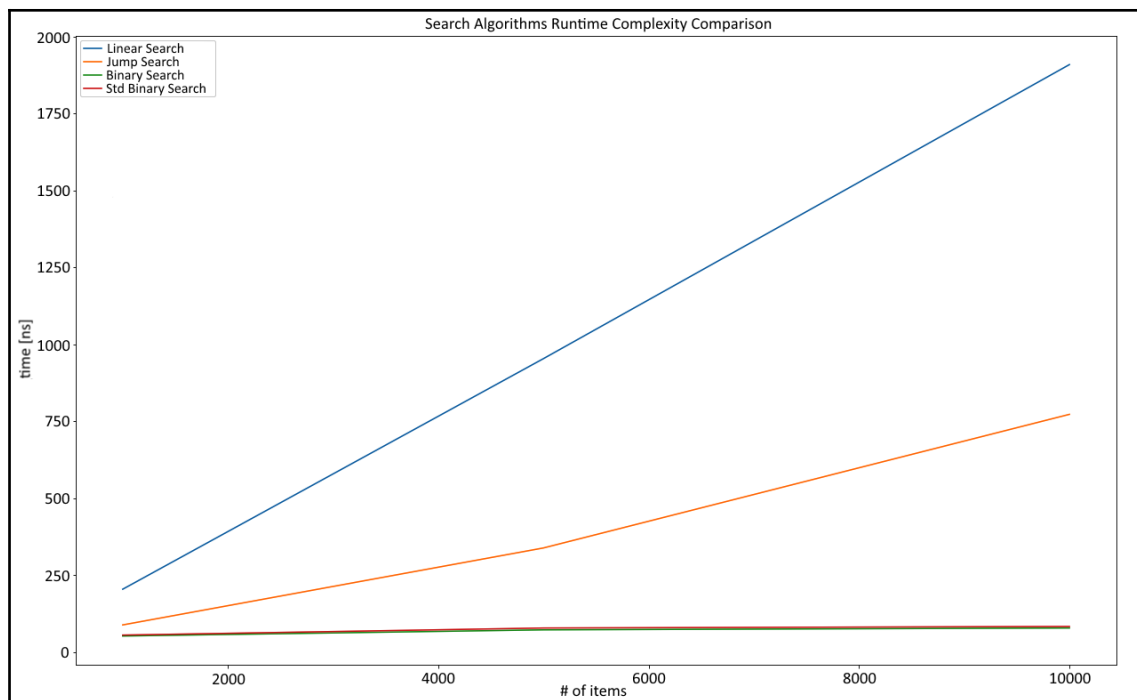
5	6
---	---

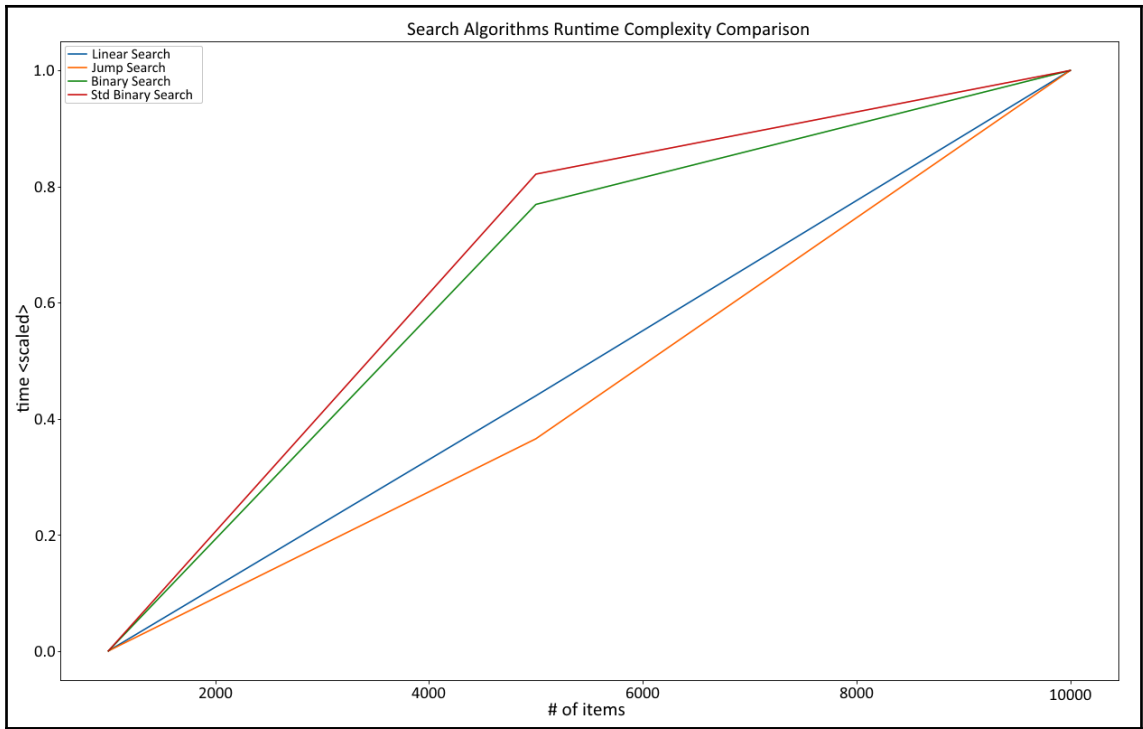


*pick center
element*

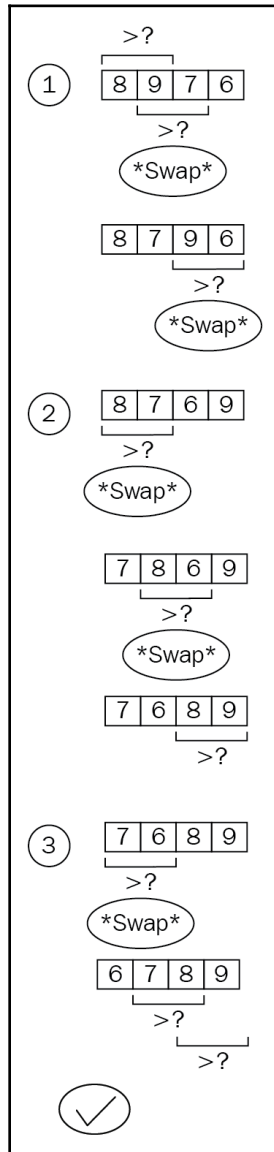
$6 \leq 6?$ → Position :6

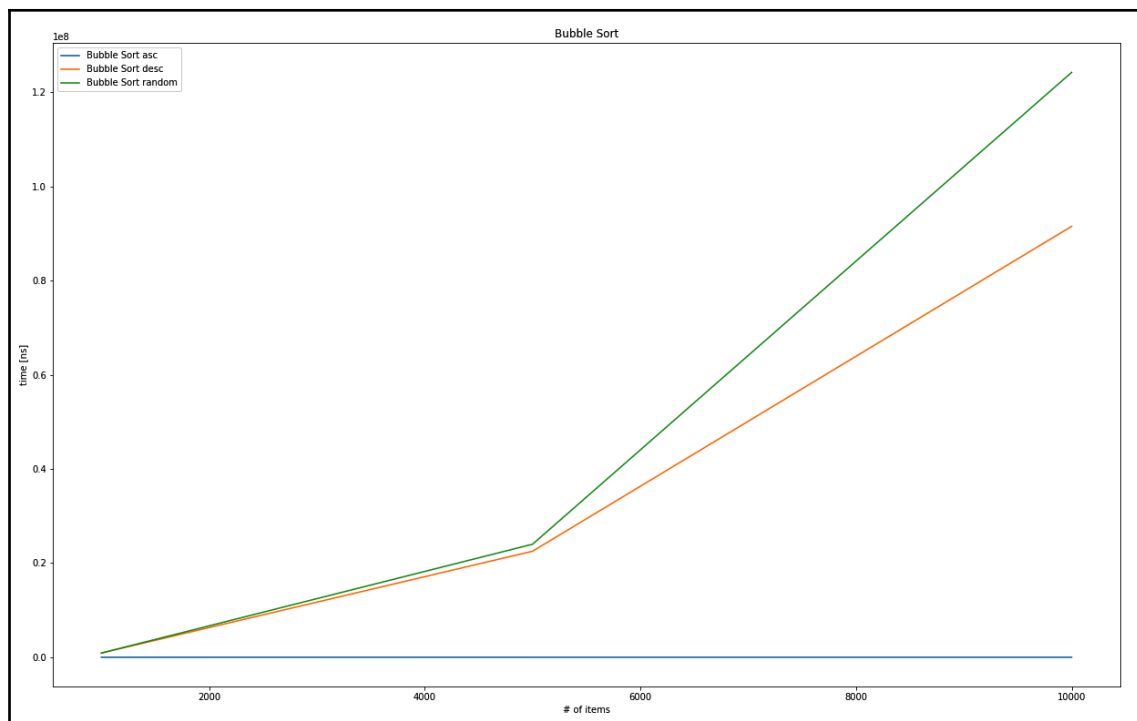


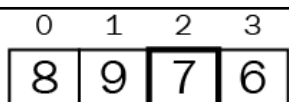




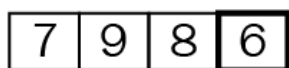
Chapter 10: Finding Stuff



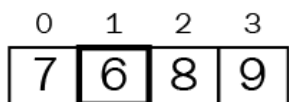




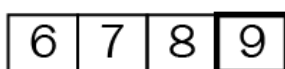
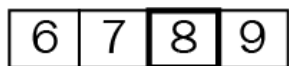
replace



replace



replace

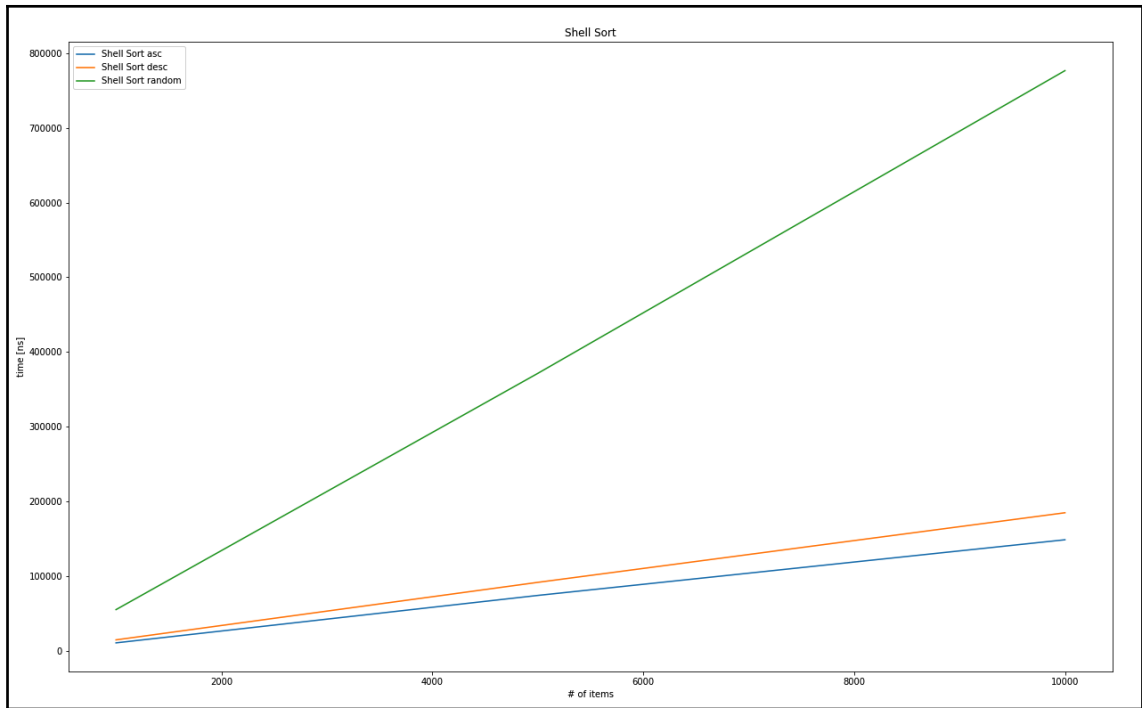


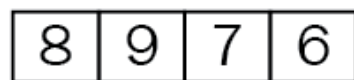
$$n = n$$

$$\text{gap} = \frac{n}{2} = 2$$

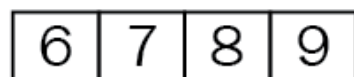
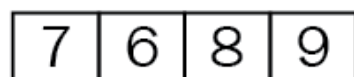
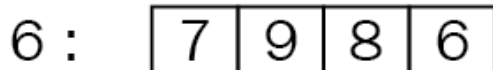
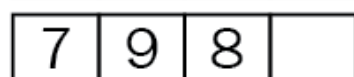
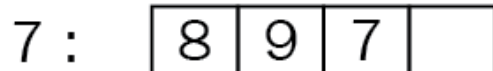
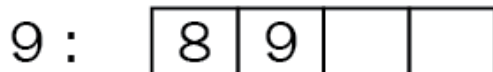
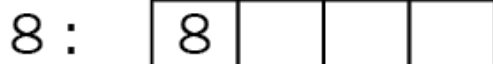
$$\text{gap} = \frac{\text{gap}}{2} = 1$$

$$\text{gap} = \frac{\text{gap}}{2} = \frac{1}{2} = \sim 0$$

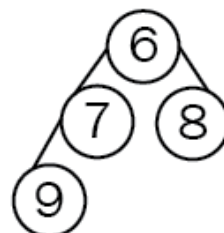
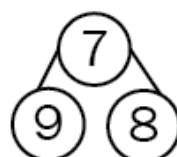
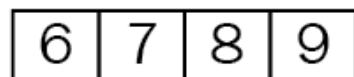


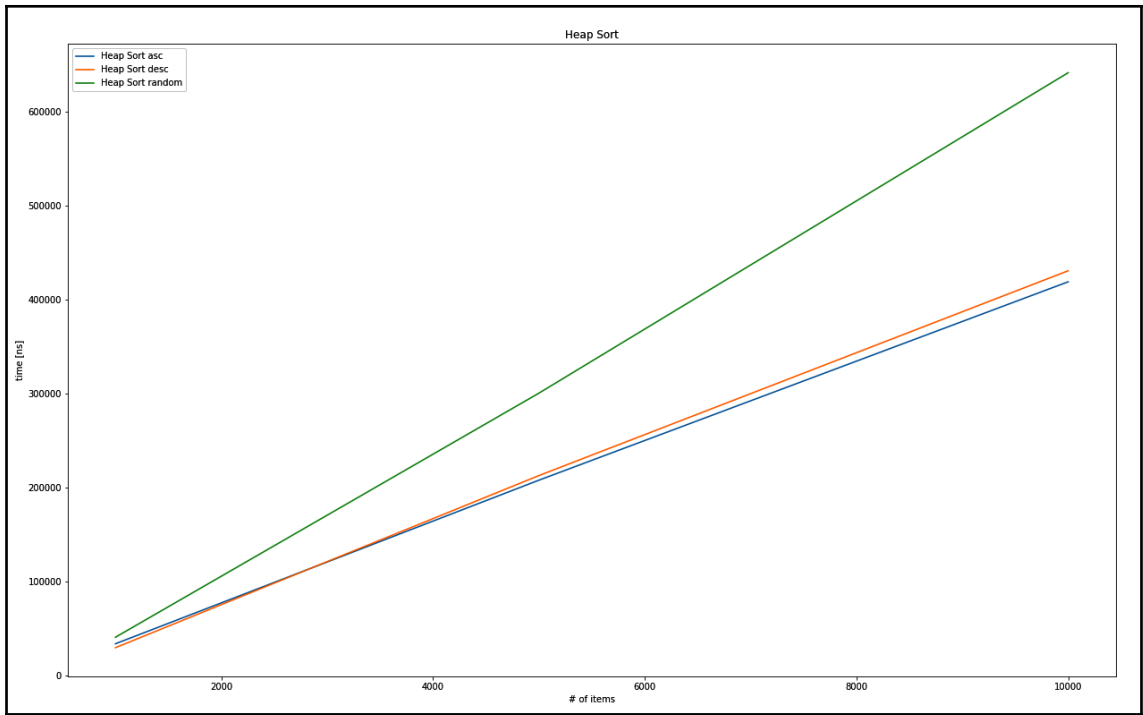


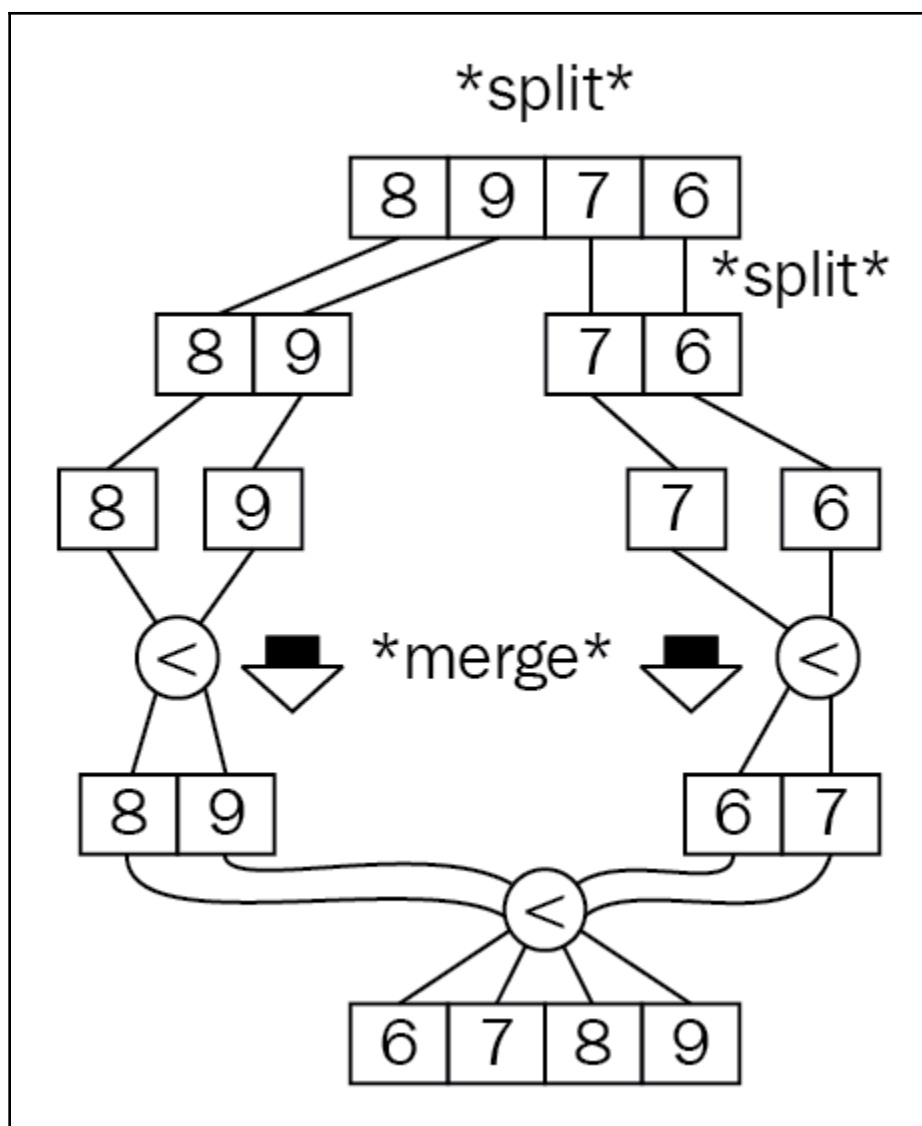
heapify

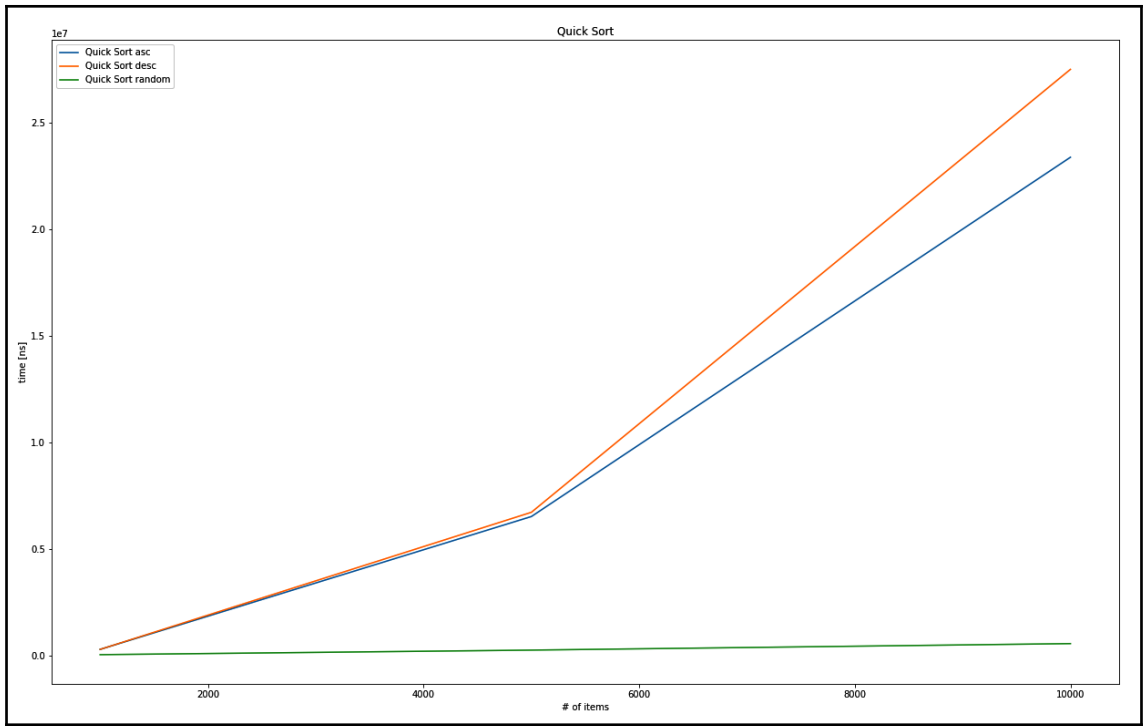


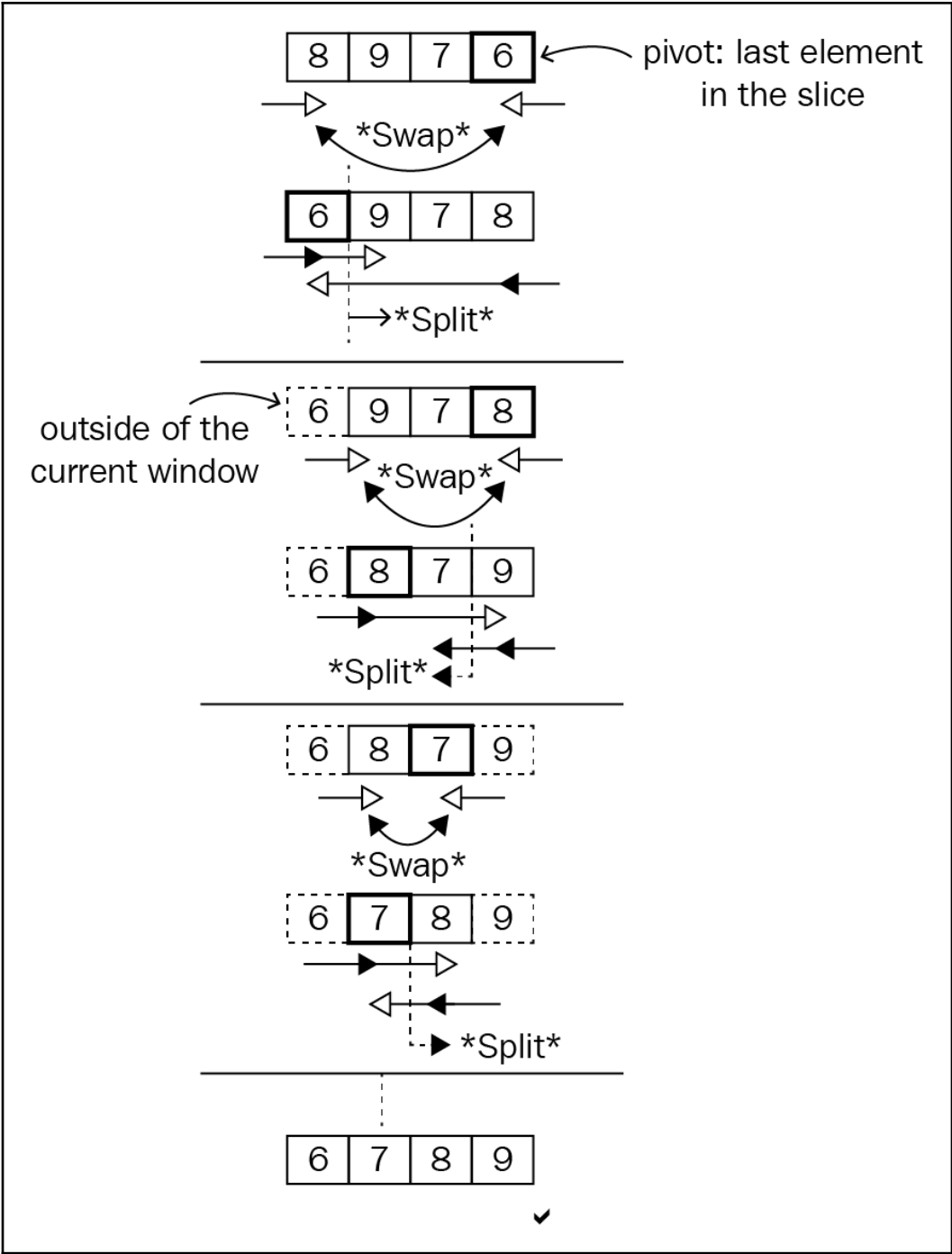
pop

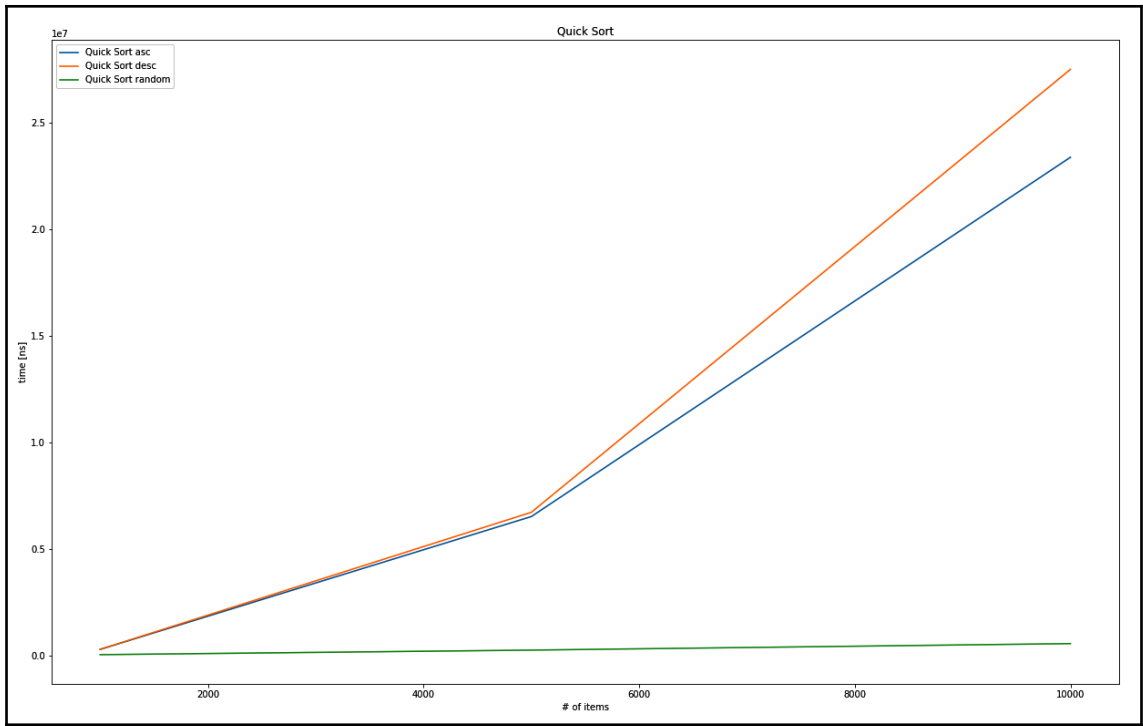




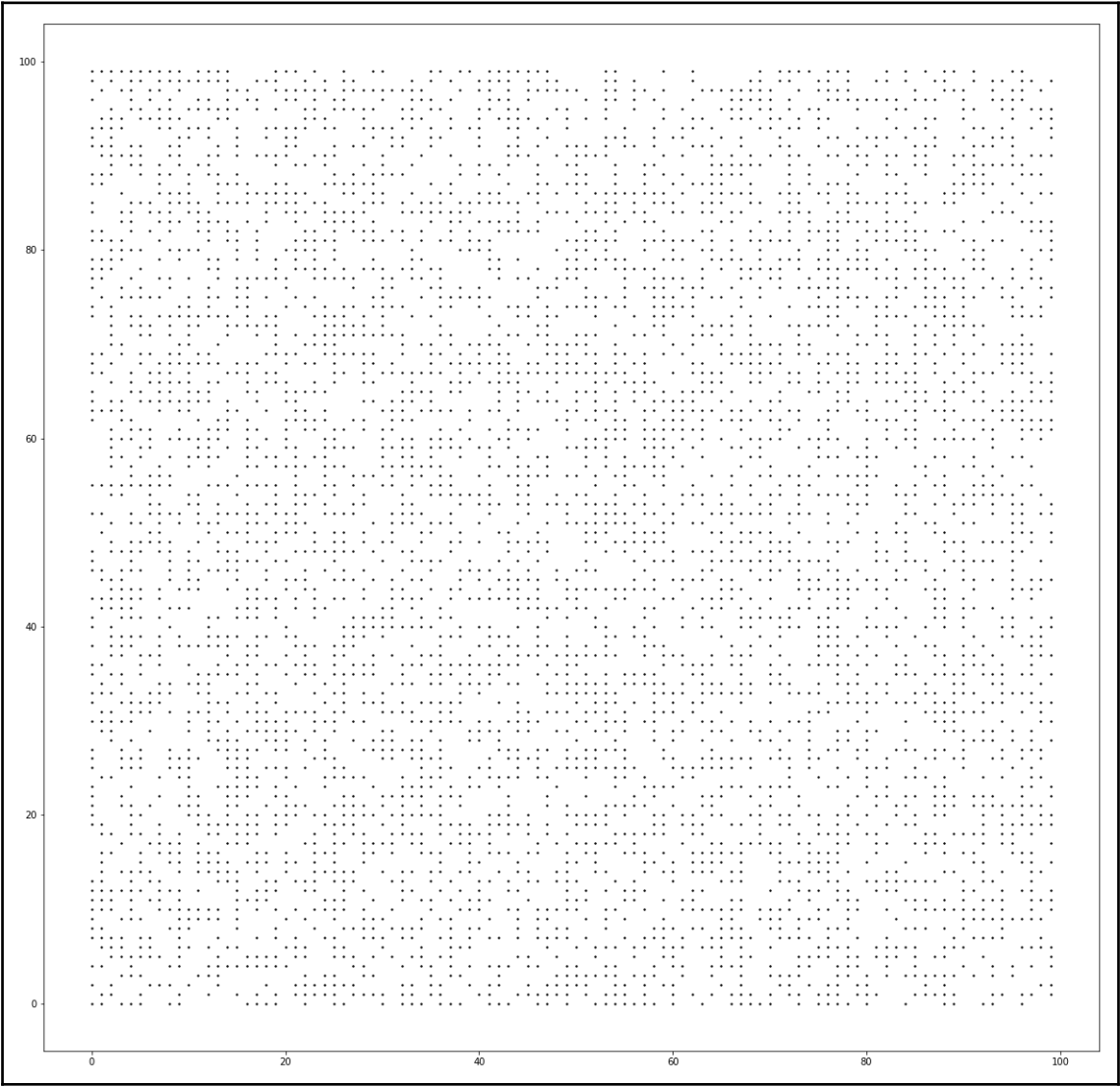


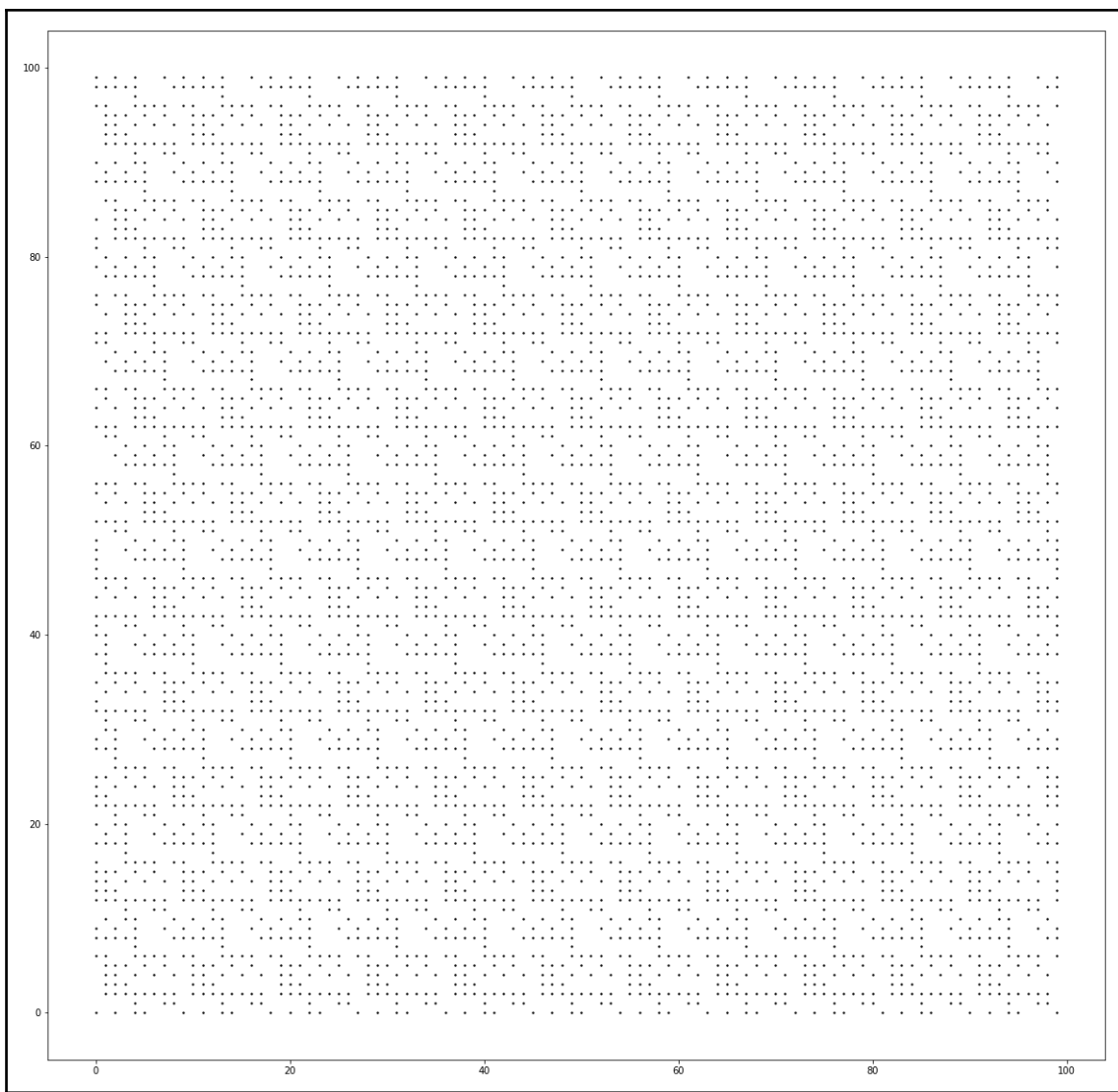


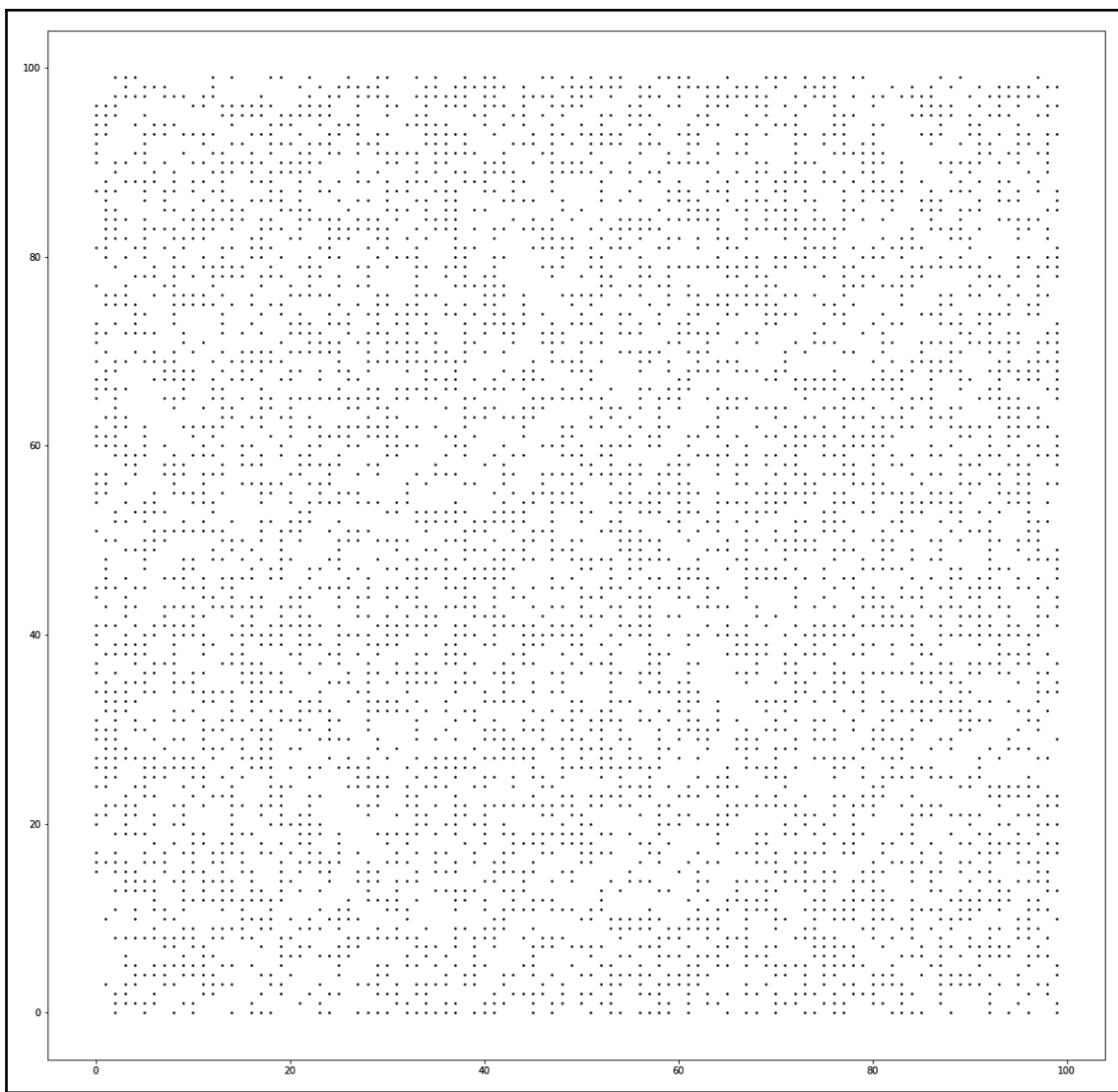


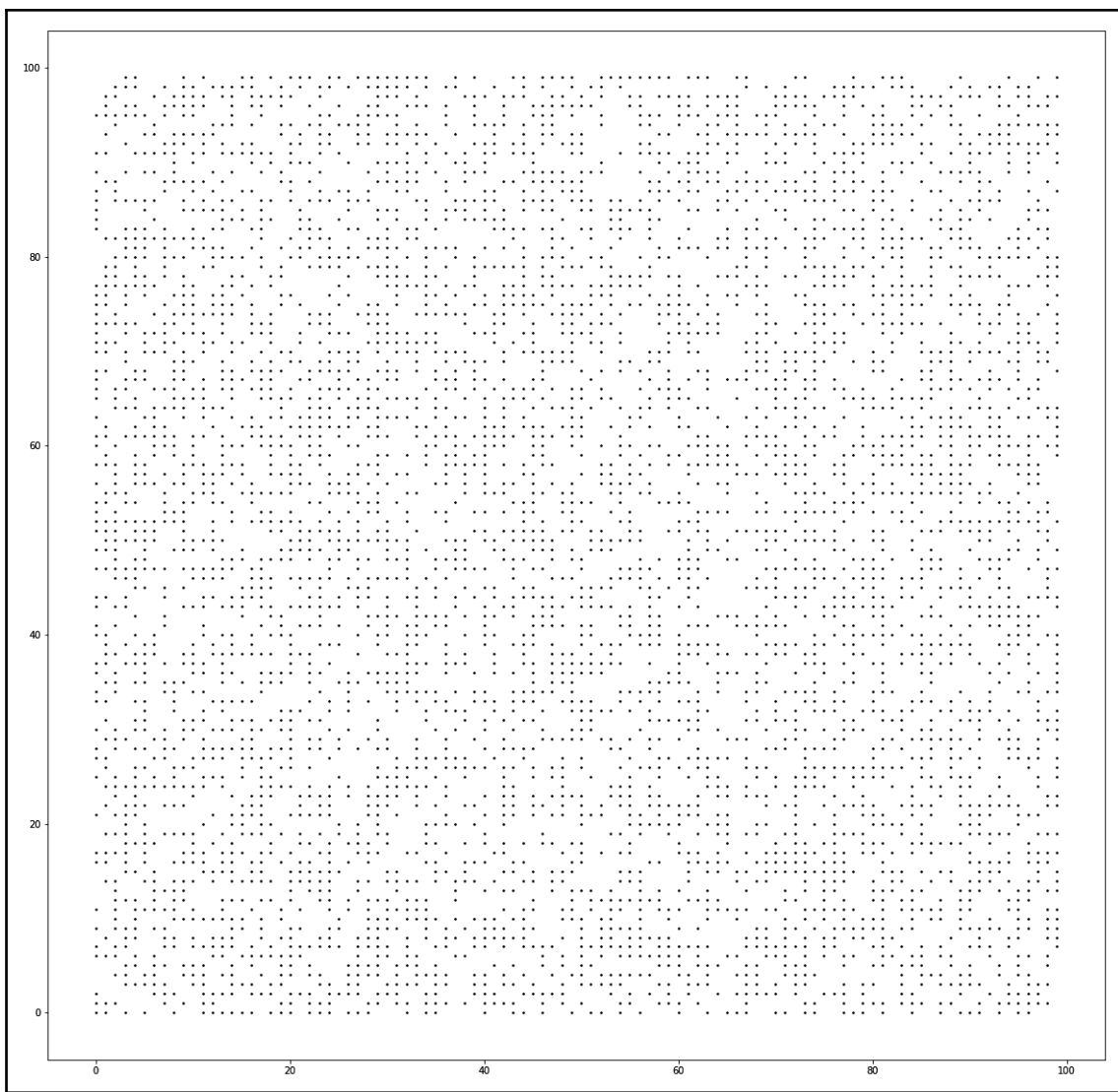


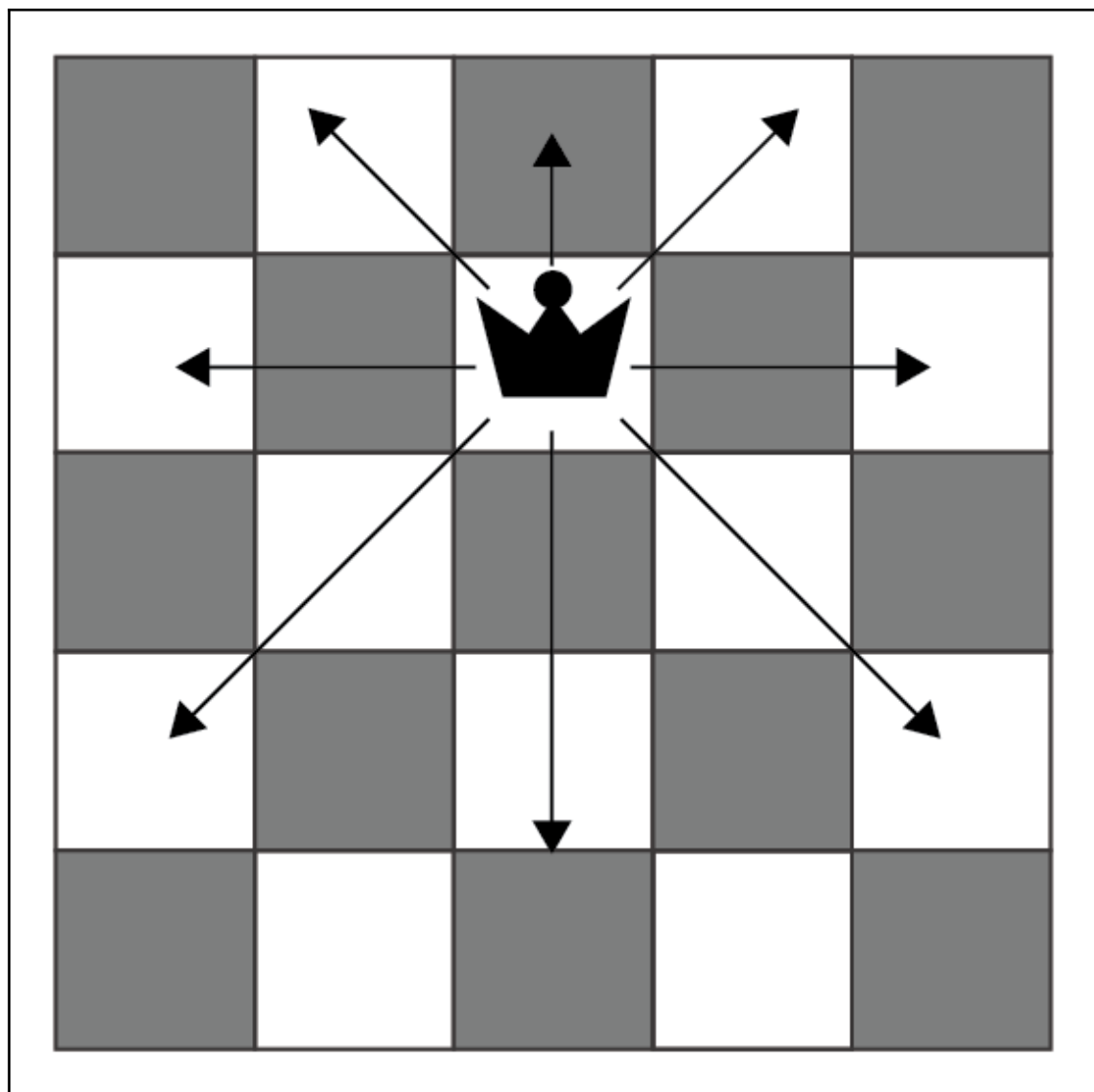
Chapter 11: Random and Combinatorial

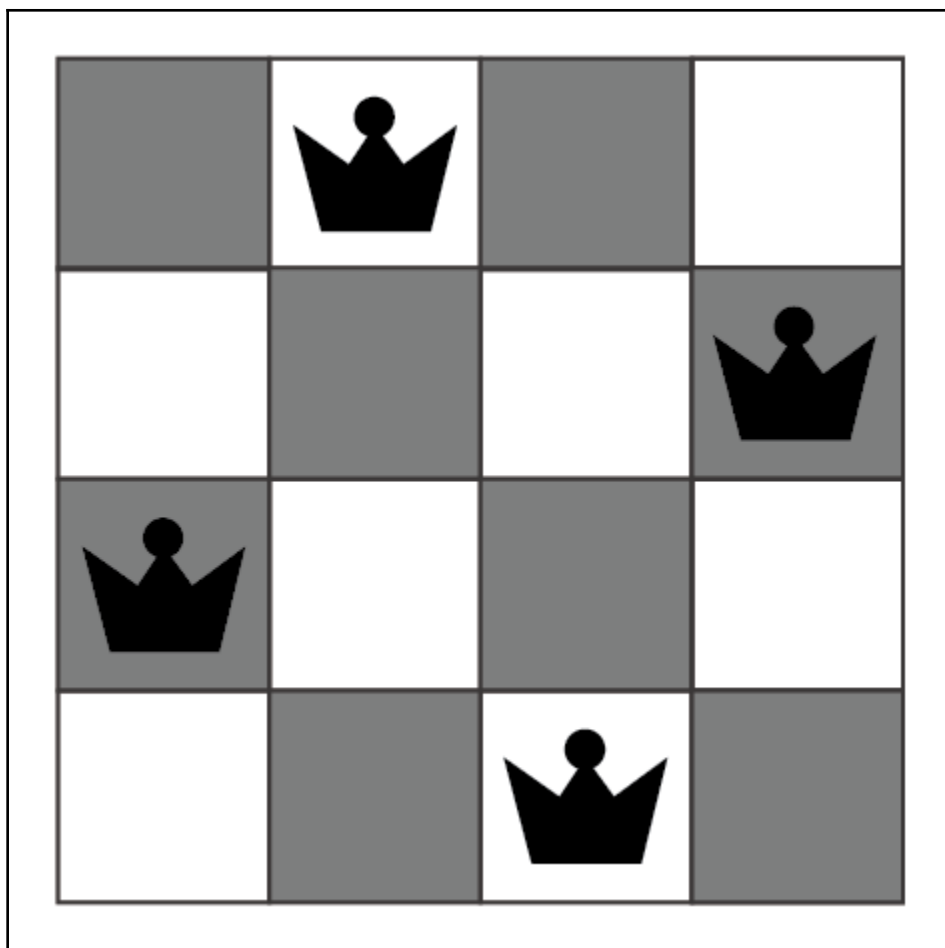


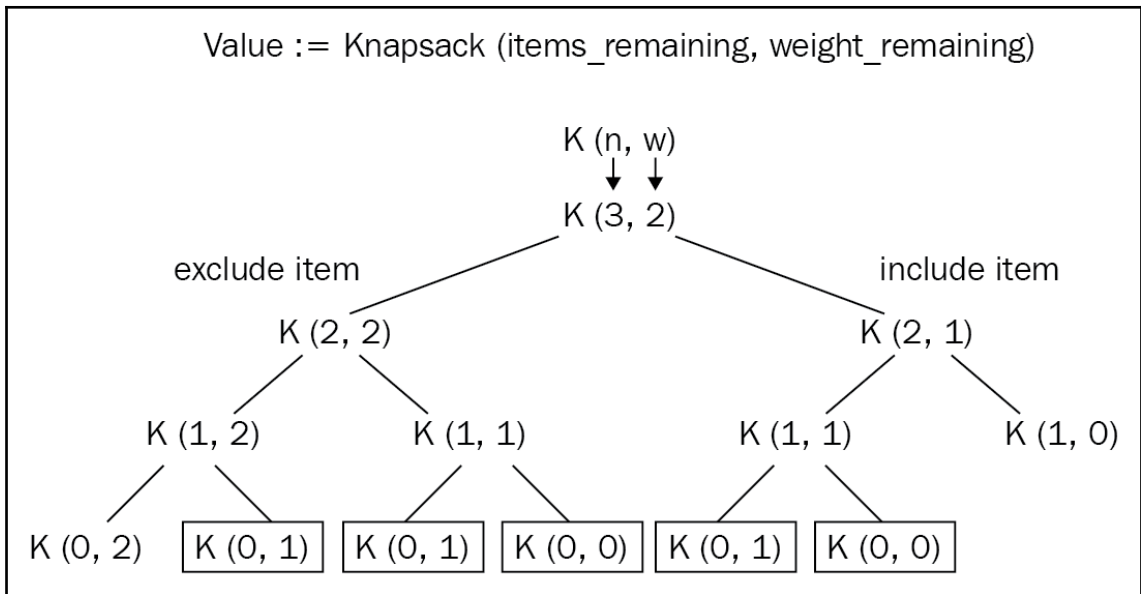
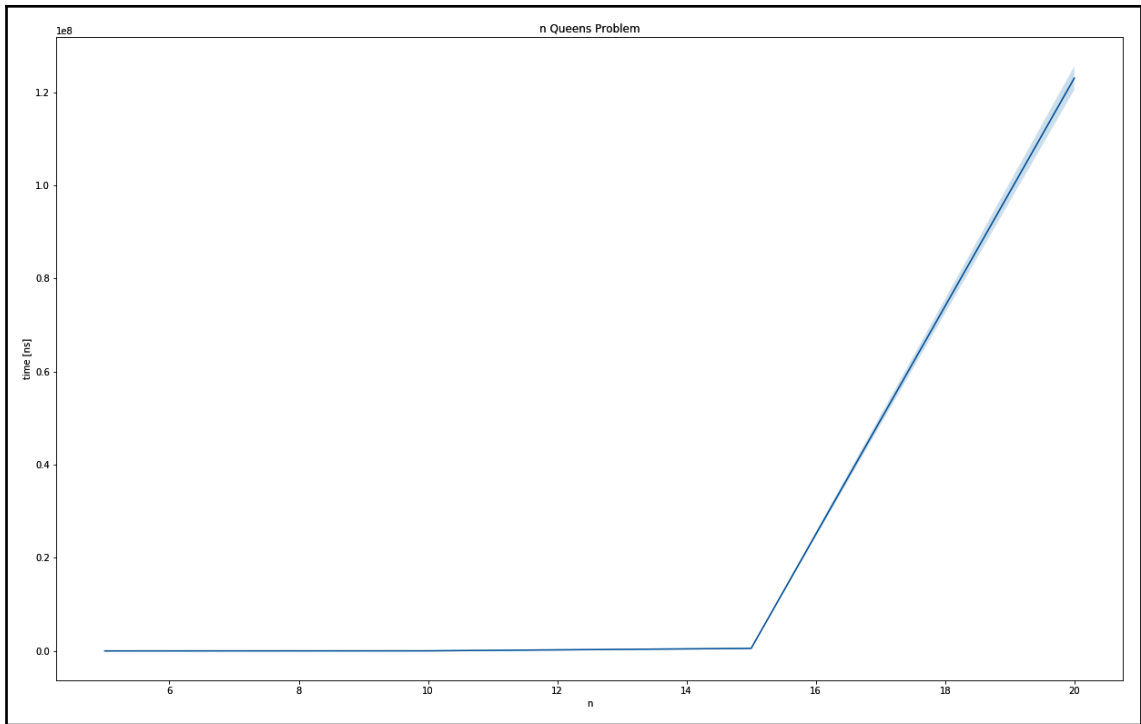


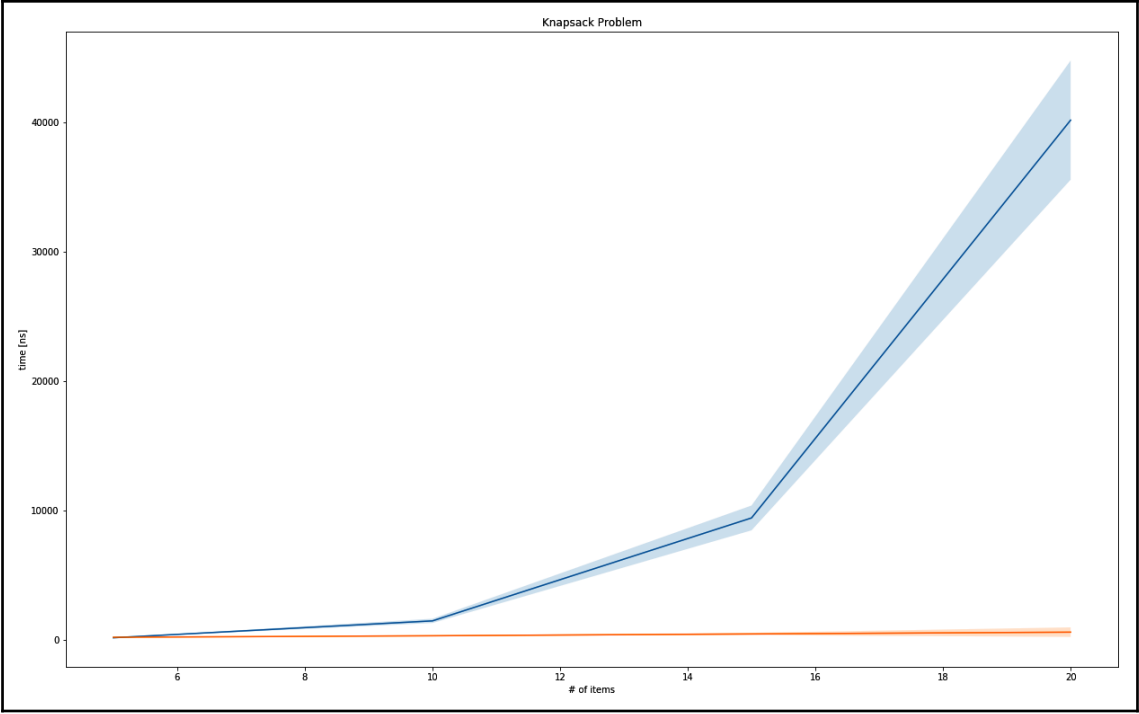


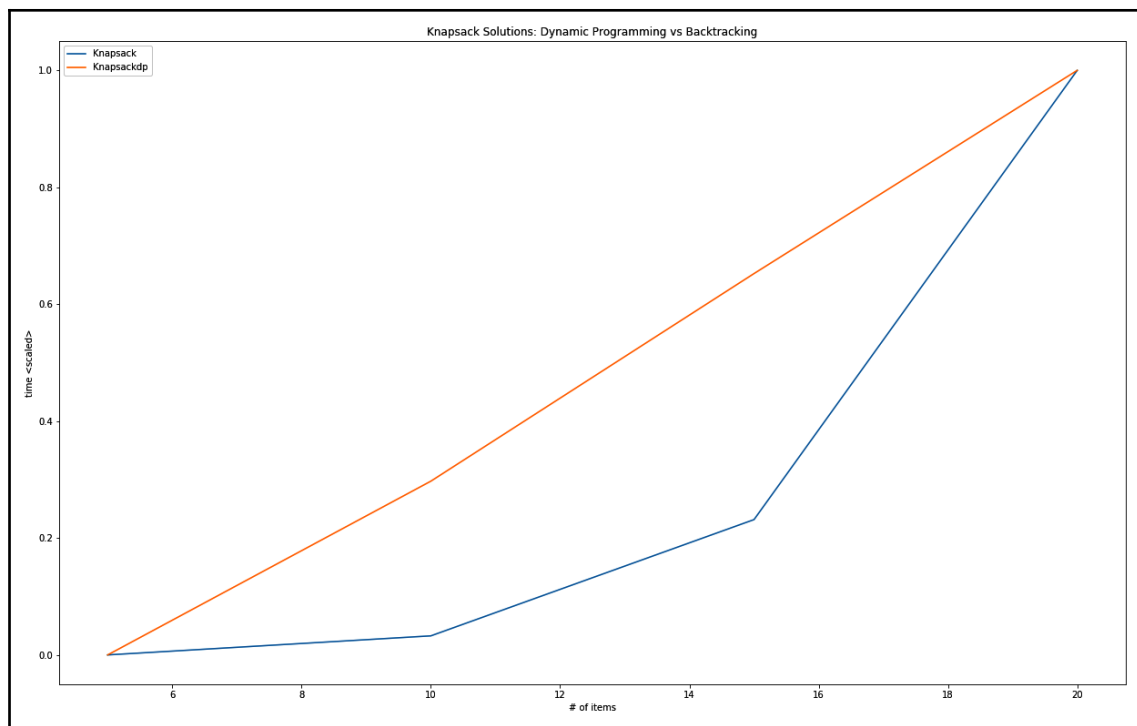


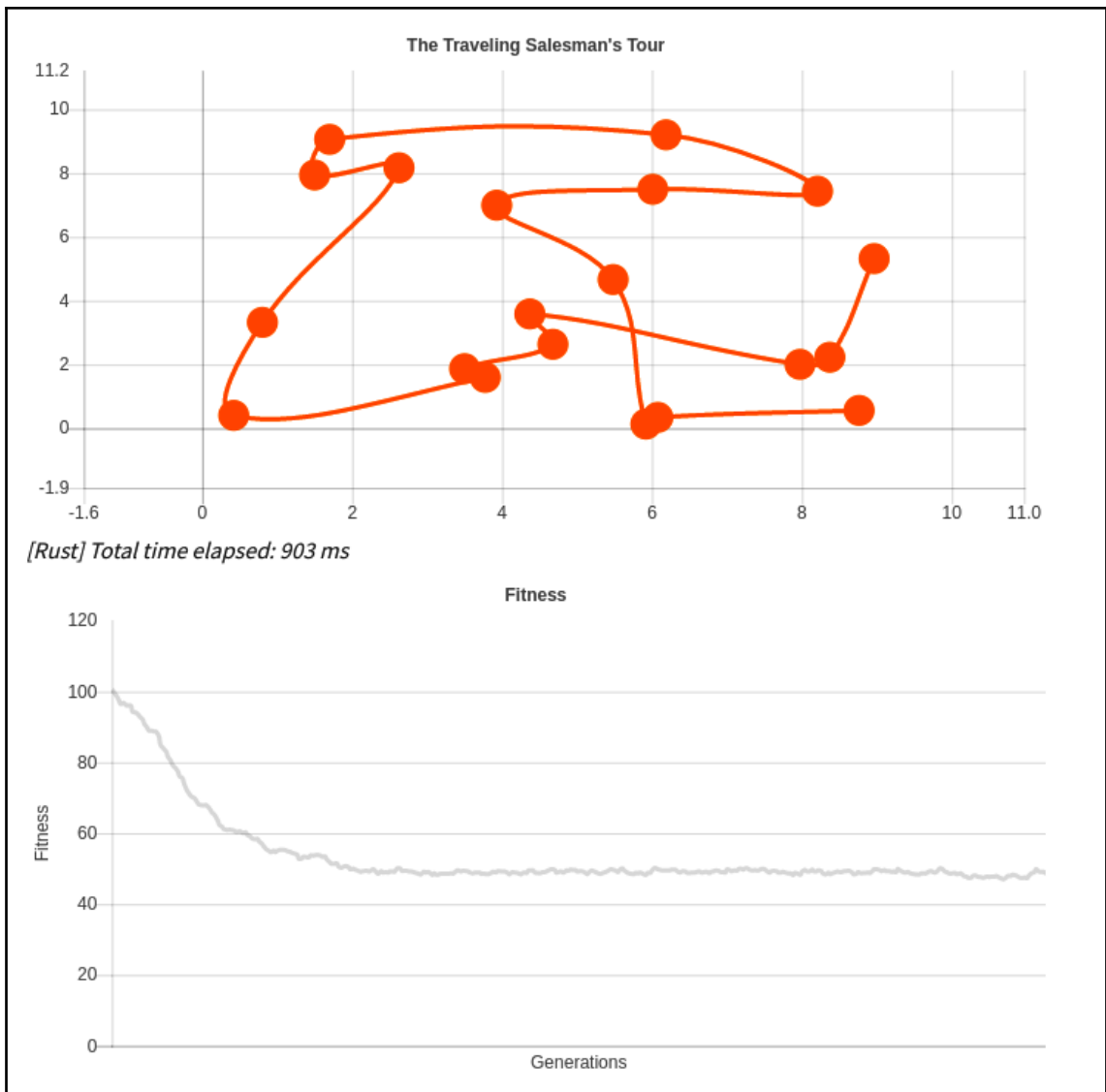












Chapter 12: Algorithms of the Standard Library

No images