

Rust Programming – Introduction (Part 1)

Course Length

2 Days

Objectives

Rust is an intriguing language. Syntactically similar to C++, it offers higher-order language features to simplify important tasks such as memory management, concurrent execution, and safe vs. unsafe execution.

- Creating, building, and running Rust applications
- Organizing Rust code and application structure properly
- Using object-oriented techniques
- Using functional programming techniques

Prerequisites

Attendees should ideally have some basic previous programming experience with C/C++ or a similar programming language such as Go or Java.

Audience

This course is for those who want to learn to write Rust programs. It will help you understand what Rust applications look like, how to write Rust applications properly, and how to get the most out of the language and its libraries.

Course Outline

Getting Started with Rust

- What is Rust
- What can I do with Rust
- What tools do I need for Rust

Rust Language Essentials

- Types and variables
- Conditional logic
- Iteration
- Functions
- Collections

Organizing Rust Code

- Modules
- Packages
- Crates
- Using the Cargo dependency manager and build tool

Error Handling

- Overview
- Recoverable errors
- Unrecoverable errors

Object Orientation

- Defining structures
- Implementing functionality
- Specifying traits



learning
solutions

- Design patterns

Functional Programming

- Concepts
- Anonymous functions
- Closures
- Patterns and techniques

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