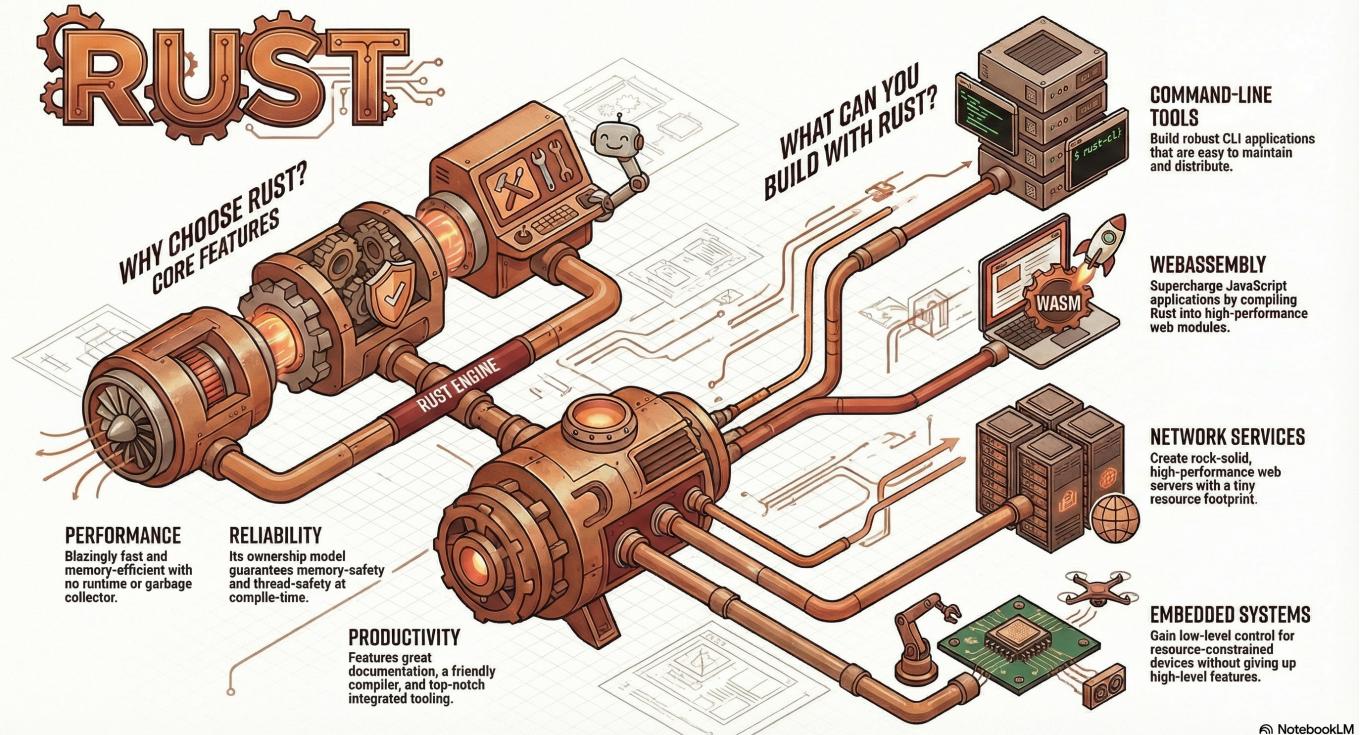


kintsugi-stack-rust

"Rust is technology from the past come to save the future from itself." — Graydon Hoare, Creator of Rust

- Author: [Kintsugi-Programmer](#)



NotebookLM

Disclaimer: The content presented here is a curated blend of my personal learning journey, experiences, open-source documentation, and invaluable knowledge gained from diverse sources. I do not claim sole ownership over all the material; this is a community-driven effort to learn, share, and grow together.

Table of Contents

- [kintsugi-stack-rust](#)
 - [Table of Contents](#)
- [Rust's Official Documentation](#)
 - [1. Getting Started](#)
 - [1.1. Installation](#)
 - [1.2. Hello, World!](#)
 - [1.3. Cargo](#)
 - [2. Programming a Guessing Game](#)
 - [3. Common Programming Concepts](#)
 - [3.1. Variables and Mutability](#)
 - [3.2. Data Types](#)
 - [3.3. Functions](#)
 - [3.4. Comments](#)
 - [3.5. Control Flow](#)

Rust's Official Documentation

- parent doc: <https://doc.rust-lang.org/stable/>
- "the book"(The Rust Programming Language): <https://doc.rust-lang.org/stable/book/>
- The Rust Standard Library: <https://doc.rust-lang.org/stable/std/>

1. Getting Started

1.1. Installation

```
sudo apt update
sudo apt install -y curl
curl --proto '=https' --tlsv1.2 -sSf https://sh.rustup.rs | sh
```

- Rust Lang: Rust Install <https://doc.rust-lang.org/book/ch01-01-installation.html>
 - Windows
 - Install Linux, Just kidding !!
 - <https://visualstudio.microsoft.com/downloads/>
 - Install VS
 - Install VSC
 - Install Build Tools for Visual Studio
 - then Restart Computer
 - <https://rust-lang.org/tools/install/>
 - Install Rust
 - `rustup toolchain install stable-x86_64-pc-windows-gnu`
 - `rustup default stable-x86_64-pc-windows-gnu`
 - Linux: `$ curl --proto '=https' --tlsv1.2 https://sh.rustup.rs -sSf | sh`
- Rust Server Dev: Rust Analyzer Install <https://marketplace.visualstudio.com/items?itemName=rust-lang.rust-analyzer>

1.2. Hello, World!

```
// 1_2_hello_world.rs
fn main(){
    println!("Hello, World! ")
}
// rustc main.rs && ./main
```

- rust code file extension `.rs`

```
// 1_2_hello_world.rs
fn main(){
    println!("Hello, World! ")
}
// rustc main.rs && ./main
```

- Compile command

```
rustc main.rs
```

- Rust Binary Run command

```
./main
```

1.3. Cargo

```
cargo --version # cargo version check
&& cargo new project_name # create proj.
&& cd project_name
&& cargo build # build executable
&& cargo run # run project
&& cargo check # check for err without any executable
&& cargo help # help

# .
# └── Cargo.lock
# └── Cargo.toml
# └── src
#     └── main.rs

# .
# └── Cargo.lock
# └── Cargo.toml
# └── src
#     └── main.rs
# └── target
#     └── CACHEDIR.TAG
#         └── debug
#             ├── build
#             └── deps
#                 ├── libone_three_hello_cargo-f9884884092cd48a.rmeta
#                 ├── one_three_hello_cargo-5885dd703046e3fc
#                 ├── one_three_hello_cargo-5885dd703046e3fc.d
#                 └── one_three_hello_cargo-f9884884092cd48a.d
# └── examples
# └── incremental
```

```

#
#       └── one_three_hello_cargo-10ah7hvrv4gzi
#           ├── s-heho9i1rut-1ysdico-bwbrfy6ptxbomf5iwqz5vt3f0
#               ├── dep-graph.bin
#               ├── query-cache.bin
#               └── work-products.bin
#           └── s-heho9i1rut-1ysdico.lock
#
#       └── one_three_hello_cargo-3dgwin0zbxstr
#           ├── s-heho98ij63-039vdoh-143bk3qfw5zxnyx5otl9s0tja
#               ├── 00ylhni9avwle6wyqpyzm6par.o
#               ├── 19k6gm7hj98zo0jv2b5mu1std.o
#               ├── 1jqdhkz0e02p777bbobcmna2j.o
#               ├── 5fgvfmdk1tvncsc4ze5a0wi9.o
#               ├── 8z1o97dthkm4wl9qy6anckmmy.o
#               ├── 9fwica1fdmiqw5oux5l4cedjc.o
#               ├── dep-graph.bin
#               ├── query-cache.bin
#               └── work-products.bin
#           └── s-heho98ij63-039vdoh.lock
#
#       └── one_three_hello_cargo
#           └── one_three_hello_cargo.d

```

- Cargo:
 - Rust's Build System
 - ■ Package manager
 - ■ Builtin When we Install Rust (Painpoint of other prog. lang.)
- Compile command

```
rustc main.rs
```

- Rust Binary Run command

```
./main
```

- Cargo version check

```
cargo --version
```

- Create New Cargo Project

```
cargo new one_three_hello_cargo
```

- File Organisation

- **Cargo.toml**
 - package config file
- **.gitignore**
 - default code ver. ignore file
 - ignore flags for git ver.
- **\src**
 - contains actual code
 - **main.rs**
 - Starter code

```
├── Cargo.lock
├── Cargo.toml
└── src
    └── main.rs
```

- Build command
 - Build
 - Create **Cargo.lock**
 - contain dependencies
 - ▪ Create **\target**
 - contain **\debug**
 - contain our actual executable
 - ▪ other supporting stuff

```
cargo build
```

- run command

```
cargo run
```

- help command
 - to view all commands

```
cargo help
```

- check command
 - check your prog. for err.
 - without producing any executable
 - faster than running the prog.

```
cargo check
```

```
bali-king@war-machine:~/BaliGit/kintsugi-stack-rust/one_three_hello_cargo$ cargo run
   Compiling one_three_hello_cargo v0.1.0 (/home/bali-king/BaliGit/kintsugi-stack-rust/one_three_hello_cargo)
     Finished `dev` profile [unoptimized + debuginfo] target(s) in 0.10s
       Running `target/debug/one_three_hello_cargo`
Hello, world!
bali-king@war-machine:~/BaliGit/kintsugi-stack-rust/one_three_hello_cargo$ cargo build
   Finished `dev` profile [unoptimized + debuginfo] target(s) in 0.00s
bali-king@war-machine:~/BaliGit/kintsugi-stack-rust/one_three_hello_cargo$ cargo check
   Checking one_three_hello_cargo v0.1.0 (/home/bali-king/BaliGit/kintsugi-stack-rust/one_three_hello_cargo)
     Finished `dev` profile [unoptimized + debuginfo] target(s) in 0.02s
bali-king@war-machine:~/BaliGit/kintsugi-stack-rust/one_three_hello_cargo$
```

```
.
├── Cargo.lock
├── Cargo.toml
└── src
    └── main.rs
└── target
    ├── CACHEDIR.TAG
    └── debug
        ├── build
        ├── deps
        │   ├── libone_three_hello_cargo-f9884884092cd48a.rmeta
        │   ├── one_three_hello_cargo-5885dd703046e3fc
        │   ├── one_three_hello_cargo-5885dd703046e3fc.d
        │   └── one_three_hello_cargo-f9884884092cd48a.d
        ├── examples
        ├── incremental
        │   ├── one_three_hello_cargo-10ah7hvrv4gzi
        │   │   ├── s-heho9i1rut-1ysdico-bwbrfy6ptxbomf5iwqz5vt3f0
        │   │   │   ├── dep-graph.bin
        │   │   │   ├── query-cache.bin
        │   │   │   └── work-products.bin
        │   │   └── s-heho9i1rut-1ysdico.lock
        │   └── one_three_hello_cargo-3dgwin0zbxstr
        │       ├── s-heho98ij63-039vdoh-143bk3qfw5zxnyx5otl9s0tja
        │       │   ├── 00ylhni9avwle6wyqpyzm6par.o
        │       │   ├── 19k6gm7hj98zo0jv2b5mu1std.o
        │       │   ├── 1jqdhkz0e02p777bbobcmna2j.o
        │       │   ├── 5fgvfmdk1vtvncsc4ze5a0wi9.o
        │       │   └── 8z1o97dthkm4wl9qy6anckmmy.o

```

```

|   |   |
|   |   |   └── 9fwica1fdmiqw5oux5l4cedjc.o
|   |   |   └── dep-graph.bin
|   |   |   └── query-cache.bin
|   |   |   └── work-products.bin
|   |   └── s-heho98ij63-039vdoh.lock
|   └── one_three_hello_cargo
└── one_three_hello_cargo.d

```

2. Programming a Guessing Game

```

Guess the Number !!!
Input Your Guess:
50
You Guessed: 50
TOO SMALL !!!
Input Your Guess:
25
You Guessed: 25
TOO SMALL !!!
Input Your Guess:
75
You Guessed: 75
TOO SMALL !!!
Input Your Guess:
90
You Guessed: 90
TOO SMALL !!!
Input Your Guess:
100
You Guessed: 100
TOO BIG !!!
Input Your Guess:
momo
Input Your Guess:
asdsadasdsadsdssdsdssdd
Input Your Guess:
95
You Guessed: 95
TOO BIG !!!
Input Your Guess:
93
You Guessed: 93
YOU WIN !!!

```

```

use std::cmp::Ordering, io}; // io lib in scope

// Random Library
// to add deps "rand" package => add `deps = "version"` in `Cargo.toml` =>
cargo build
// [dependencies]
// rand = "0.5.5"
use rand::{Rand, Rng};

// colored library
// colored="2.0.0"
use colored::*;

// use `cargo run` or Run Button in Vsc at the main line( comes with
extension )
fn main() {
    // intro lines print
    println!("Guess the Number !!!"); // like python/c

    // Now Random Check is Left

```

```
// // Random Library
// // to add deps "rand" package => add `deps = "version"` in
`Cargo.toml` => cargo build
// [dependencies]
// rand = "0.5.5"
// use rand::Rand, Rng;
let secret_nos = rand::thread_rng().gen_range(1,101); // lower limit is
inclusive, upper limit is exclusive
// println!("Actual Number: {}", secret_nos);

// to make game more interesting we can have game on loop to guess till
user guess the number correctly
loop {

    println!("Input Your Guess:");

    // variable to store stuff
    // String, A type is Rust Standard library, utf-8, growable string
    // new() is associative func. static method, create empty string
    // Variables in Rust are DEFAULT IMMUTABLE, to make them mutable, use
mut keyword
    let mut guess = String::new(); // like java

    // io lib in scope
    // use std::io; // io lib in scope
    // .read_line method to read line
    // Result cases to 1. Ok() & 2. Err()
    io::stdin() // like java
        .read_line(&mut guess)
        .expect("Failed to Read Line"); // iff err comes, .expect() crash
program, and display message

    // Shadowing, we declare one variable (let mut guess = String::new();) and then redeclare to convert the datatype but to preserve the value
    // .trim() remove whitespaces
    // .parse() helps to parse
    // let guess: u32 = guess.trim().parse().expect("Failed to Read
Line");// error handling strict by language // old way
    let guess: u32 = match guess.trim().parse(){
        Ok(num)=> num,
        Err(_)=> continue // `_` means catch all
        // to whatever any wrong input comes, continue the loop
    }; // new way

    println!("You Guessed: {}", guess); // like c
    // Guess the Number !!!
    // Input Your Guess:
    // 12
    // You Guessed: 12

    // cmp::Ordering library
    // match guess.cmp(&secret_nos){
```

```

//      Ordering::Equal => {print!("YOU WIN !!!");break;}, // to
terminate after win is to break the loop // New way
//      // Ordering::Equal => print!("YOU WIN !!!"), // Old way
//      Ordering::Less => print!("TOO SMALL !!!"),
//      Ordering::Greater => print!("TOO BIG !!!")
// } // Old way no color

// New Way, Color-ed :)
match guess.cmp(&secret_nos){
    Ordering::Equal => {
        print!("{}","YOU WIN !!!".yellow());
        println!(); // newline cosmetic code
        break;
    },
    Ordering::Less => print!("{}","TOO SMALL !!!".red()),
    Ordering::Greater => print!("{}","TOO BIG !!!".green())
}

println!(); // newline cosmetic code

// basic working
// Guess the Number !!!
// Input Your Guess:
// 2
// You Guessed: 2
// Actual Number: 2
// YOU WIN !!!

}

}

```

-
- process
 - initialize project

```
cargo new two_guessing_game
&& cd two_guessing_game
```

- `src/main.rs` code the basic logic

```
use std::io; // io lib in scope

fn main() {
    // intro lines print
    println!("Guess the Number !!!"); // like python/c
    println!("Input Your Guess:");
}
```

```

// variable to store stuff
// String, A type is Rust Standard library, utf-8, growable string
// new() is associative func. static method, create empty string
// Variables in Rust are DEFAULT IMMUTABLE, to make them mutable, use
mut keyword
let mut guess = String::new(); // like java

// io lib in scope
// .read_line method to read line
// Result cases to 1. Ok() & 2. Err()
io::stdin() // like java
    .read_line(&mut guess)
    .expect("Failed to Read Line"); // iff err comes, .expect() crash
program, and display message

println!("You Guessed {} !!!", guess); // like c

// Guess the Number !!!
// Input Your Guess:
// 12
// You Guessed 12
// !!!
// Now Random Check is Left

}

```

- use `cargo run` or Run Button in Vsc at the main line(comes with extension)
- Now Random Check is Left
- to add deps "rand" package
 - add `deps = "version"` in `Cargo.toml`

```

[package]
name = "two_guessing_game"
version = "0.1.0"
edition = "2024"

[dependencies]
rand = "0.5.5"

```

- then

```
cargo build
```

```
bali-king@war-machine:~/BaliGit/kintsugi-stack-rust/two_guessing_game/src$ cargo build
```

```
Compiling rand_core v0.4.2
Compiling libc v0.2.178
Compiling rand_core v0.3.1
Compiling rand v0.5.6 # Gotcha
Compiling two_guessing_game v0.1.0 (/home/bali-king/BaliGit/kintsugi-
stack-rust/two_guessing_game)
```

- then random number and check logic :

```
// // Random Library
// // to add deps "rand" package => add `deps = "version"` in
`Cargo.toml` => cargo build
// [dependencies]
// rand = "0.5.5"
// use rand::{Rand, Rng};
let secret_nos = rand::thread_rng().gen_range(1, 101); // lower limit is
inclusive, upper limit is exclusive
println!("Actual Number: {}", secret_nos);

// cmp::Ordering library
match guess.cmp(&secret_nos){
    Ordering::Equal => print!("YOU WIN !!!"),
    Ordering::Less => print!("TOO SMALL !!!"),
    Ordering::Greater => print!("TOO BIG !!!")
}
```

- thus, the output is :

```
Guess the Number !!!
Input Your Guess:
2
You Guessed: 2
Actual Number: 2
YOU WIN !!!
```

- now guess logic is done
- to make game more interesting we can have game on loop to guess till user guess the number correctly
- put the guess input and match logic code in this `loop{ ... }`

```
// to make game more interesting we can have game on loop to guess till
user guess the number correctly
loop {

    println!("Input Your Guess:");

    // variable to store stuff
```

```
// String, A type is Rust Standard library, utf-8, growable string
// new() is associative func. static method, create empty string
// Variables in Rust are DEFAULT IMMUTABLE, to make them mutable, use
mut keyword
let mut guess = String::new(); // like java

// io lib in scope
// use std::io; // io lib in scope
// .read_line method to read line
// Result cases to 1. Ok() & 2. Err()
io::stdin() // like java
    .read_line(&mut guess)
    .expect("Failed to Read Line"); // iff err comes, .expect() crash
program, and display message

// Shadowing, we declare one variable (let mut guess = String::new();) and then redeclare to convert the datatype but to preserve the value
// .trim() remove whitespaces
// .parse() helps to parse
// let guess: u32 = guess.trim().parse().expect("Failed to Read Line");// error handling strict by language // old way
let guess: u32 = match guess.trim().parse(){
    Ok(num)=> num,
    Err(_)=> continue // `__` means catch all
        // to whatever any wrong input comes, continue the loop
}; // new way

println!("You Guessed: {}",guess); // like c
// Guess the Number !!!
// Input Your Guess:
// 12
// You Guessed: 12

// cmp::Ordering library
match guess.cmp(&secret_nos){
    Ordering::Equal => {print!("YOU WIN !!!");break;}, // to terminate after win is to break the loop // New way
        // Ordering::Equal => print!("YOU WIN !!!"), // Old way
    Ordering::Less => print!("TOO SMALL !!!"),
    Ordering::Greater => print!("TOO BIG !!!")
}

// basic working
// Guess the Number !!!
// Input Your Guess:
// 2
// You Guessed: 2
// Actual Number: 2
// YOU WIN !!!

}
```

```

Guess the Number !!!
Input Your Guess:
20
You Guessed: 20
TOO SMALL !!!Input Your Guess:
30
You Guessed: 30
TOO SMALL !!!Input Your Guess:
40
You Guessed: 40
TOO SMALL !!!Input Your Guess:
60
You Guessed: 60
TOO SMALL !!!Input Your Guess:
80
You Guessed: 80
TOO SMALL !!!Input Your Guess:
90
You Guessed: 90
TOO BIG !!!Input Your Guess:
81
You Guessed: 81
TOO SMALL !!!Input Your Guess:
89
You Guessed: 89
TOO BIG !!!Input Your Guess:
85
You Guessed: 85
YOU WIN !!!Input Your Guess:
85
You Guessed: 85
YOU WIN !!!Input Your Guess:
YOU WIN !!!Input Your Guess:
exit

thread 'main' (49618) panicked at src/main.rs:46:6:
Failed to Read Line: ParseIntError { kind: InvalidDigit }
note: run with `RUST_BACKTRACE=1` environment variable to display a
backtrace

```

- now, to terminate after win is to break the loop:
 - convert `Ordering::Equal => print!("YOU WIN !!!")` to `Ordering::Equal => {print!("YOU WIN !!!");break;}`

```

match guess.cmp(&secret_nos){
    Ordering::Equal => {print!("YOU WIN !!!");break;}, // to terminate
after win is to break the loop // New way
    // Ordering::Equal => print!("YOU WIN !!!"), // Old way
    Ordering::Less => print!("TOO SMALL !!!"),
}

```

```
        Ordering::Greater => print!("TOO BIG !!!")
    }
```

- working

```
Guess the Number !!!
Input Your Guess:
50
You Guessed: 50
TOO BIG !!!Input Your Guess:
25
You Guessed: 25
TOO SMALL !!!Input Your Guess:
40
You Guessed: 40
TOO SMALL !!!Input Your Guess:
45
You Guessed: 45
YOU WIN !!!
```

- futher improvement: at wrong input ,the program **panick's**
 - put match case handling at parsing of input string
 - convert `let guess: u32 = guess.trim().parse().expect("Failed to Read Line");// error handling strict by language to this below`

```
// .trim() remove whitespaces
// .parse() helps to parse
// let guess: u32 = guess.trim().parse().expect("Failed to Read
Line");// error handling strict by language // old way
let guess: u32 = match guess.trim().parse(){
    Ok(num)=> num,
    Err(_)=> continue // `_` means catch all
    // to whatever any wrong input comes, continue the loop
};// new way
```

- Key Concept **Shadowing**: we declare one variable `let mut guess = String::new();` and then re-declare to convert the datatype but to preserve the value

```
let mut guess = String::new();

// Shadowing
let guess: u32 = match guess.trim().parse(){
    Ok(num)=> num,
    Err(_)=> continue
};
```

- working, handling wrong inputs gracefully

```
Guess the Number !!!  
Input Your Guess:  
MOMO and Chutney  
Input Your Guess:  
50  
You Guessed: 50  
TOO SMALL !!!Input Your Guess:  
75  
You Guessed: 75  
TOO BIG !!!Input Your Guess:  
65  
You Guessed: 65  
TOO BIG !!!Input Your Guess:  
55  
You Guessed: 55  
TOO SMALL !!!Input Your Guess:  
53  
You Guessed: 53  
TOO SMALL !!!Input Your Guess:  
51  
You Guessed: 51  
TOO SMALL !!!Input Your Guess:  
52  
You Guessed: 52  
TOO SMALL !!!Input Your Guess:  
54  
You Guessed: 54  
TOO SMALL !!!Input Your Guess:  
58  
You Guessed: 58  
YOU WIN !!!
```

- further improvement: add colors
- add colored lib in `.toml` -> `colored="2.0.0"` & build it

```
bali-king@war-machine:~/BaliGit/kintsugi-stack-rust/two_guessing_game$  
cargo build  
Compiling lazy_static v1.5.0  
Compiling colored v2.2.0  
Compiling two_guessing_game v0.1.0 (/home/bali-king/BaliGit/kintsugi-  
stack-rust/two_guessing_game)
```

- color logic
 - too small -> Red
 - too big -> green
 - win -> yellow

- re-code match guess comparison check with text outputs "YOU WIN !!!! as values with color lib's methods .red()

```
// match guess.cmp(&secret_nos){  
//     Ordering::Equal => {print!("YOU WIN !!!");break;}, // to  
terminate after win is to break the loop // New way  
//     // Ordering::Equal => print!("YOU WIN !!!"), // Old way  
//     Ordering::Less => print!("TOO SMALL !!!"),  
//     Ordering::Greater => print!("TOO BIG !!!")  
// } // Old way no color  
  
// New Way, Color-ed :)  
match guess.cmp(&secret_nos){  
Ordering::Equal => {print!("{}","YOU WIN !!!".yellow());break;},  
Ordering::Less => print!("{}","TOO SMALL !!!".red()),  
Ordering::Greater => print!("{}","TOO BIG !!!".green())  
}  
  
println!(); // newline cosmetic code
```

- some cosmetic changes

```
match guess.cmp(&secret_nos){  
Ordering::Equal => {  
    print!("{}","YOU WIN !!!".yellow());  
    println!(); // newline cosmetic code  
    break;  
},  
Ordering::Less => print!("{}","TOO SMALL !!!".red()),  
Ordering::Greater => print!("{}","TOO BIG !!!".green())  
}  
  
println!(); // newline cosmetic code
```

- working

```
bali-king@war-machine:~/BaliGit/kintsugi-stack-rust/two_guessing_game$ cargo run
warning: `two_guessing_game` (bin "two_guessing_game") generated 2 warnings (run `cargo fix --bin "two_guessing_game" -p two_guessing_game` to apply 1 suggestion)
  Finished `dev` profile [unoptimized + debuginfo] target(s) in 0.10s
    Running target/debug/two_guessing_game
Guess the Number !!!
Input Your Guess:
50
You Guessed: 50
TOO BIG !!!
Input Your Guess:
100
You Guessed: 100
TOO BIG !!!
Input Your Guess:
25
You Guessed: 25
TOO BIG !!!
Input Your Guess:
10
You Guessed: 10
TOO SMALL !!!
Input Your Guess:
15
You Guessed: 15
TOO SMALL !!!
Input Your Guess:
20
You Guessed: 20
TOO SMALL !!!
Input Your Guess:
25
You Guessed: 25
TOO BIG !!!
Input Your Guess:
22
You Guessed: 22
YOU WIN !!!
bali-king@war-machine:~/BaliGit/kintsugi-stack-rust/two_guessing_game$
```

3. Common Programming Concepts

3.1. Variables and Mutability

```
// use std::io;
fn main(){
    // Variables and Mutability

    // Vars in Rust are immutable by default
    // also will throw warning as it's never used in code
    // warning: unused variable: `val1`
    let val1 = 10;

    // you cannot re-assign immutable entity
    // error[E0384]: cannot assign twice to immutable variable `val1`
    // val1 = 20; // No

    // Mutable Variable, just by declare `mut` during initialization
    // also will throw warning as it's(this assignment) never used in code(
even thou we used it to print, but print uses the 2nd assigned value, not
1st )
    // warning: value assigned to `val2` is never read
    let mut val2 = 20;

    // Re-assigned Successfully
    // also not throw warning as we use this assignment (i.e. 2nd) to
println
    val2 = 30;
    println!("{}", val2);
    // 30
```

```
// unused variable warning fix
// if this is intentional, prefix it with an underscore: `_val1`
let _val3 = 10;

// Constants
// Contant values

// - Constant naming convention:
// - ALL CAPS
// - underscores(_) replacing spaces( )
// eg: "Fixed value"(normal word intention) -> FIXED_VALUE" (Constant
Name)
const FIXED_VALUE: u32 = 1;// YES

// can't use `mut` keyword in constants
// error: const globals cannot be mutable
// const mut FIXED_VALUE =1; // No

// must be datatype annotated
// error: missing type for `const` item, help: provide a type for the
constant
// const FIXED_VALUE =1; // No

// numeric literals readability feature
// while storing numbers, we can use underscores as commas for
readability
// eg: 1000 = 1__000 = 10_00__ at rust
// eg: _1000 is wrong at rust
// purposes example; eg: 1lakh, 100000, we use commas in english for
readability 1,00,000.
// at rust; to improve readability; 100000 = 1_00_000
const FIXED_VALUE_1: u128 = 1_00_000 ;
println!("{}",FIXED_VALUE_1); // 100000

// constants may be set only to a constant expression
// , not the result of a value that could only be computed at runtime.
const FIXED_VALUE_2: u128 = 1+ FIXED_VALUE_1; // allowed, computation
done at compile time
println!("{}", FIXED_VALUE_2);
const FIXED_VALUE_3: u128 = 100*20000 + 10; // allowed, computation
done at compile time
println!("{}", FIXED_VALUE_3);

// error[E0435]: attempt to use a non-constant value in a constant
// computation done at runtime not allowed at const. assign

// // example for computation at runtime
// let mut input:u128 ;
// io::stdin()
//     .read_line(&mut input)
//     .expect("Failed to read input");
// // const FIXED_VALUE_4: u128 = 1+ input; // NO, not allowed
```

```

// Shadowing
// Way to create a new variable using existing name
// helps to preserve mutability and even update the value
let x = 1; // x is immutable,
// x=2; // NO, error[E0384]: cannot assign twice to immutable variable
`x`
let x=2; // YES, Shadowing, x is still immutable, mutability preserved
println!("{}", x); // 2
let x="two"; // YES, Shadowing, x is still immutable, mutability
preserved, and typecasting
println!("{}", x); // two
let x=3; // YES, Shadowing, x is still immutable, mutability preserved
println!("{}", x); // 3

// purposes example: to typecast data
let x = x.to_string(); // Shadowing to Typecast int -> string
println!("{}", x); // 3

// clone()
// we can't use x as x is chaged as string ops.
// so we use copy of x to play with it
// println!("{}", x+"10"); // 310 // NO, it will work at this line, after
this line if used somewhere it will throw error, error[E0382]: borrow of
moved value: `x`
println!("{}", x.clone()+"10"); // 310 // YES

}

```

- Variables and Mutability

```

// Variables and Mutability

// Vars in Rust are immutable by default
// also will throw warning as it's never used in code
// warning: unused variable: `val1`
let val1 = 10;

// you cannot re-assign immutable entity
// error[E0384]: cannot assign twice to immutable variable `val1`
// val1 = 20; // No

// Mutable Variable, just by declare `mut` during initialization
// also will throw warning as it's(this assignment) never used in code(
even thou we used it to print, but print uses the 2nd assigned value, not
1st )
// warning: value assigned to `val2` is never read
let mut val2 = 20;

// Re-assigned Successfully
// also not throw warning as we use this assignment (i.e. 2nd) to
println

```

```
val2 = 30;
println!("{}", val2);
// 30

// unused variable warning fix
// if this is intentional, prefix it with an underscore: `_val1`
let _val3 = 10;
```

- Constants

```
// Constants
// Contant values

// - Constant naming convention:
//   - ALL CAPS
//   - underscores(_) replacing spaces( )
// eg: "Fixed value"(normal word intention) -> FIXED_VALUE" (Constant Name)
const FIXED_VALUE: u32 = 1;// YES

// can't use `mut` keyword in constants
// error: const globals cannot be mutable
// const mut FIXED_VALUE =1; // No

// must be datatype annotated
// error: missing type for `const` item, help: provide a type for the constant
// const FIXED_VALUE =1; // No

// numeric literals readability feature
// while storing numbers, we can use underscores as commas for readability
// eg: 1000 = 1__000 = 10_00_ at rust
// eg: _1000 is wrong at rust
// purposes example; eg: 1lakh, 100000, we use commas in english for readability 1,00,000.
// at rust; to improve readability; 100000 = 1_00_000
const FIXED_VALUE_1: u128 = 1_00_000 ;
println!("{}", FIXED_VALUE_1); // 100000

// constants may be set only to a constant expression
// , not the result of a value that could only be computed at runtime.
const FIXED_VALUE_2: u128 = 1+ FIXED_VALUE_1; // allowed, computation done at compile time
println!("{}", FIXED_VALUE_2);
const FIXED_VALUE_3: u128 = 100*20000 + 10; // allowed, computation done at compile time
println!("{}", FIXED_VALUE_3);

// error[E0435]: attempt to use a non-constant value in a constant
// computation done at runtime not allowed at const. assign
```

```
// // example for computation at runtime
// let mut input:u128 ;
// io::stdin()
//     .read_line(&mut input)
//     .expect("Failed to read input");
// // const FIXED_VALUE_4: u128 = 1+ input; // NO, not allowed
```

- Shadowing

```
// Shadowing
// Way to create a new variable using existing name
// helps to preserve mutability and even update the value
let x =1;// x is immutable,
// x=2; // NO, error[E0384]: cannot assign twice to immutable variable
`x`
let x=2;// YES, Shadowing, x is still immutable, mutability preserved
println!("{}",x);// 2
let x="two";// YES, Shadowing, x is still immutable, mutability
preserved, and typecasting
println!("{}",x);// two
let x=3;// YES, Shadowing, x is still immutable, mutability preserved
println!("{}",x);// 3

// purposes example: to typecast data
let x = x.to_string(); // Shadowing to Typecast int -> string
println!("{}",x);// 3

// clone()
// we can't use x as x is chaged as string ops.
// so we use copy of x to play with it
// println!("{}",x+"10");// 310 // NO, it will work at this line, after
this line if used somewhere it will throw error, error[E0382]: borrow of
moved value: `x`
println!("{}",x.clone()+"10");// 310 // YES
```

- Keywords

- set of keywords that are reserved for use by the language only, much as in other languages.
- Keep in mind that you cannot use these words as names of variables or functions.
- <https://doc.rust-lang.org/stable/book/appendix-01-keywords.html>

3.2. Data Types

```
fn main(){
    // Data Types
    // Scaler datatypes represent single value
    // Compound datatypes represent group of values
```

```
// Scaler datatypes
// Integers
// Floating-point numbers
// Booleans
// Character

// Integers
// numbers without fractional component
// Signed: either +ve/-ve integers
// unsigned: only +ve integers

// Integer Types in Rust
// Length Signed Unsigned
// 8-bit i8 u8
// 16-bit i16 u16
// 32-bit i32 u32
// 64-bit i64 u64
// 128-bit i128 u128
// Architecture-dependent isize usize

// Architecture-dependent: the isize and usize types depend on the
architecture of the computer your program is running on: 64 bits if you're
on a 64-bit architecture and 32 bits if you're on a 32-bit architecture.

// i32 is default in rust integer datatype

let a = 98_222; // Decimal
let b = 0xff; // Hex
let c = 0o77; // Octal
let d = 0b1111_0000; // Binary
let e = b'A'; // Byte ( u8 only )

// Integer Overflow
let f: u8 = 255; // max value of u8
// let g: u8 = 256; // Integer Overflow
// at debug build -> Rust Panics (error: literal out of range for `u8`)
// at release build(compiling in release mode with the --release flag)
-> Rust performs 2's Complement Wrapping
// Rust performs 2's Complement Wrapping => number exceeding max value
will wrap around minimum value
// 256 -> 0+1 -> 1
// let h: u8 = 260; // 260 -> 0+5 -> 5

// btw
// cargo build --release # release flag
// rustc -O main.rs # optimization flag

// Floating-point numbers
// Decimal values
let i = 6.8; // default is f64, 64 bit ; double precision floating
point number
let j:f32 = 6.9; // f32
// The default type is f64 because on modern CPUs, it's roughly the
same speed as f32 but is capable of more precision.
```

```
// All floating-point types are signed.  
// Floating-point numbers are represented according to the IEEE-754  
standard.  
  
// Numeric Operations  
let sum = 5+5333; // Addition  
let div_quotient = 55/2; // Division Quotient  
let div_truncated = -5/3; // Division Truncated  
// Results in -1  
let remainder = 10%2; // Remainder  
let mul = 55.5 * 100.222; // Multiplication  
let sub = 0.0 - 10.99; // Subtraction  
  
// Boolean  
// two possible values: true and false.  
// Booleans are one byte in size.  
let k = true;  
let l:bool = false;  
  
// Character  
// Rust's char type is 4 bytes in size  
// Unicode Values  
let c = 'z';  
let z: char = 'Z';  
let heart_eyed_cat = '😻';  
  
// Compound Types  
// Represent a group of Values  
// The Tuple Type  
// The Array Type  
  
// The Tuple Type ()  
// Fixed Size Array  
// Different Datatype Elements  
let tup = ("Hello World", 102_00, 1001.11, '😻', true);  
let tup1: (i32, f64, u8) = (500, 6.4, 1);  
// Tuple Access Ways  
// Tuple Access Ways: destructuring & dot notation  
// destructuring way  
let (val1, val2, val3) = tup1;  
// dot notation way  
let val1_1 = tup1.0;  
// tuple index start from 0  
let val2_1 = tup1.1;  
let val3_1 = tup1.2;  
  
// The Array Type []  
// Fixed Size Array  
// Same Datatype Elements  
let a = [1, 2, 3];  
let b = [1.01, 2.12212, 3.0];  
// let array_out_of_bound_err_exception_eg = b[3]; // NO, index out of  
bounds  
let months = ["January", "February", "March", "April", "May", "June",  
/
```

```
"July",
    "August", "September", "October", "November", "December"];
let curr_month = months[0]; // Array Access
let a = [-20; 3]; // Array Initialize Multiple at once
[Value;Occurrences]
// [-20, -20, -20]

// Rust Prevents us to do anything Memory Unsafe !!!

}
```

-
- types of data types

```
// Data Types
// Scaler datatypes represent single value
// Compound datatypes represent group of values
```

- types of Scaler data types

```
// Scaler datatypes
// Integers
// Floating-point numbers
// Booleans
// Character
```

- Integers

```
// Integers
// numbers without fractional component
// Signed: either +ve/-ve integers
// unsigned: only +ve integers

// Integer Types in Rust
// Length Signed Unsigned
// 8-bit i8 u8
// 16-bit i16 u16
// 32-bit i32 u32
// 64-bit i64 u64
// 128-bit i128 u128
// Architecture-dependent isize usize

// Architecture-dependent: the isize and usize types depend on the
architecture of the computer your program is running on: 64 bits if you're
on a 64-bit architecture and 32 bits if you're on a 32-bit architecture.
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```
// i32 is default in rust integer datatype

let a = 98_222; // Decimal
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-> Rust performs 2's Complement Wrapping
// Rust performs 2's Complement Wrapping => number exceeding max value
will wrap around minimum value
// 256 -> 0+1 -> 1
let h: u8 = 260; // 260 -> 0+5 -> 5
```

- release & optimization flag

```
// cargo build --release # release flag
// rustc -O main.rs # optimization flag
```

- Floating-point numbers

```
// Floating-point numbers
// Decimal values
let i = 6.8; // default is f64, 64 bit ; double precision floating
point number
let j:f32 = 6.9; // f32
// The default type is f64 because on modern CPUs, it's roughly the
same speed as f32 but is capable of more precision.
// All floating-point types are signed.
// Floating-point numbers are represented according to the IEEE-754
standard.
```

- Numeric Operations

```
// Numeric Operations
let sum = 5+5333; // Addition
let div_quotient = 55/2; // Division Quotient
let div_truncated = -5/3; // Division Truncated
// Results in -1
let remainder = 10%2; // Remainder
let mul = 55.5 * 100.222; // Multiplication
let sub = 0.0 - 10.99; // Subtraction
```

- Boolean

```
// Boolean
// two possible values: true and false.
// Booleans are one byte in size.
let k = true;
let l:bool = false;
```

- Character

```
// Character
// Rust's char type is 4 bytes in size
// Unicode Values
let c = 'z';
let z: char = 'Z';
let heart_eyed_cat = '😻';
```

- Compound Types

```
// Compound Types
// Represent a group of Values
// The Tuple Type
// The Array Type
```

- Tuple

```
// The Tuple Type ()
// Fixed Size Array
// Different Datatype Elements
let tup = ("Hello World", 102.00, 1001.11, '😻', true);
let tup1: (i32, f64, u8) = (500, 6.4, 1);
// Tuple Access Ways
// Tuple Access Ways: destructuring & dot notation
// destructuring way
let (val1, val2, val3) = tup1;
// dot notation way
let val1_1 = tup1.0;
// tuple index start from 0
let val2_1 = tup1.1;
let val3_1 = tup1.2;
```

- Array

```
// The Array Type []
// Fixed Size Array
// Same Datatype Elements
let a = [1,2,3];
let b = [1.01,2.12212,3.0];
// let array_out_of_bound_err_exception_eg = b[3]; // NO, index out of bounds
let months = ["January", "February", "March", "April", "May", "June",
"July",
"August", "September", "October", "November", "December"];
let curr_month = months[0]; // Array Access
let a = [-20; 3]; // Array Initialize Multiple at once
[Value;Occurrences]
// [-20, -20, -20]

// Rust Prevents us to do anything Memory Unsafe !!!
```

3.3. Functions

```
fn main(){
    func_1(); // simple function call
    // Hello World !!!
    func_2(22,"Kintsugi-programmer"); // function call with arguments
    // Hi Kintsugi-programmer, you type 22
    println!("{}",func_3(1,10));
    println!("{}",func_3_1(1,10));
    let sum = func_3_2(1,10);
    println!("{}",sum);
    let val = five();
    println!("{}",val);
}

// Functions
// Functions Convention in Rust : snake_case
// in rust, Function code is either
// statement(do action and no return)
// or expression(do action and return some value)
fn func_1(){println!("Hello World !!!");} // simple function // Statement
fn func_2(x:u128, y:&str){println!("Hi {}, you type {}",y,x);} // Statement

// return, in Expression Functions
fn five() -> i32 {
    5
}

// return ways

// return way 1
fn func_3(x:u128, y:u128) -> u128{ // specify return type
    println!("Hi"); // statement
}
```

```

let sum = x+y;
return sum; // return keyword
}

// return way 2
fn func_3_1(x:u128, y:u128) -> u128{ // specify return type
    println!("Hi");
    let sum = x+y;
    sum // remove return keyword AND remove semicolon to return this value
    // rust func will return this last expression
    // this not statement, as we remove ;, and make it expression
}

fn func_3_2(x:u128, y:u128) -> u128{ // specify return type
    println!("Hi");
    x+y // more simplified version
}

// Hello World !!!
// Hi Kintsugi-programmer, you type 22
// Hi
// 11
// Hi
// 11
// Hi
// 11
// 5

```

- Functions

```

// Functions
// Functions Convention in Rust : snake_case
fn func_1(){println!("Hello World !!!");} // simple function
fn func_2(x:u128, y:&str){println!("Hi {}, you type {}",y,x);}

```

- Statement and Expressions

```

// in rust, Function code is either
// statement(do action and no return)
// or expression(do action and return some value)
fn func_1(){println!("Hello World !!!");} // simple function // Statement
    // func_1(); // simple function call
    // Hello World !!!
fn func_2(x:u128, y:&str){println!("Hi {}, you type {}",y,x);} // Statement
    func_2(22,"Kintsugi-programmer");
    // function call with arguments
    // Hi Kintsugi-programmer, you type 22
// return, in Expression Functions

```

```
fn five() -> i32 {
    5
}
// let val = five();
// println!("{}",val);
// 5
```

- Return Ways

```
// return ways

// return way 1
fn func_3(x:u128, y:u128) -> u128{ // specify return type
    println!("Hi"); // statement
    let sum = x+y;
    return sum; // return keyword
}

// return way 2
fn func_3_1(x:u128, y:u128) -> u128{ // specify return type
    println!("Hi");
    let sum = x+y;
    sum // remove return keyword AND remove semicolon to return this value
        // rust func will return this last expression
        // this not statement, as we remove ;, and make it expression
}

fn func_3_2(x:u128, y:u128) -> u128{ // specify return type
    println!("Hi");
    x+y // more simplified version
}
```

3.4. Comments

```
// comments
// programmers leave comments in their source code that the compiler will
ignore but that people reading the source code may find useful.

fn main(){
    // Comment Ways
    // way 1 : use double slashes (//)
    /*
    way 2:
    Block Comments
    For Multilines
    */
    // other ways : doc comments, refer to 14.2.PUBLISHING A CRATE TO
    Crates.io
```

```
// Multiline Convention
// So we're doing something complicated here, long enough that we need
// multiple lines of comments to do it! Whew! Hopefully, this comment
will
// explain what's going on.

// compiler ignores comments, no-matter what they are
// println!("Rust is Worst Language");
// above code is wrong and we don't want to use as code from compiler
but we don't wanna delete too as we don't know future !!!
println!("Rust is God Language"); // Correct One :)
// Rust is God Language
/*
    println!("Rust is Worst Language");

*/
// Also at Rust's Features, You can Make Documentations Easily within
Code, refer to 14.2.Publishing a Crate to Crates.io

}
```

- Comments

```
// comments
// programmers leave comments in their source code that the compiler will
ignore but that people reading the source code may find useful.
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- Multiline Convention

```
// Multiline Convention
// So we're doing something complicated here, long enough that we need
// multiple lines of comments to do it! Whew! Hopefully, this comment
will
// explain what's going on.
```

- Comment Ways

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// Comment Ways
// way 1 : use double slashes (//)
/*
way 2:
Block Comments
For Multilines
*/
```

```
// other ways : doc comments, refer to 14.2.Publishing a Crate to  
Crates.io
```

- Comments Essence

```
// compiler ignores comments, no-matter what they are  
// println!("Rust is Worst Language");  
// above code is wrong and we don't want to use as code from compiler  
but we don't wanna delete too as we don't know future !!!  
println!("Rust is God Language"); // Correct One :)  
// Rust is God Language  
/*  
    println!("Rust is Worst Language");  
  
*/  
// Also at Rust's Features, You can Make Documentations Easily within  
Code, refer to 14.2.Publishing a Crate to Crates.io
```

3.5. Control Flow

-
-
-

End-of-File

The [KintsugiStack](#) repository, authored by Kintsugi-Programmer, is less a comprehensive resource and more an Artifact of Continuous Research and Deep Inquiry into Computer Science and Software Engineering. It serves as a transparent ledger of the author's relentless pursuit of mastery, from the foundational algorithms to modern full-stack implementation.

Made with ❤️ Kintsugi-Programmer