

# Homework 4

## Zustlings

We have created some exercises for you to give you an introduction to Rust.

These are in the bootcamp [repo](#)

You can either clone this locally or set up a workspace in [gitpod.io](https://gitpod.io)

### Windows users

It may help to use WSL, or if you still have problems we suggest using gitpod as above.

## Installing Zustlings

1. Make sure you have rust installed (see lesson notes for details)
2. In the rust directory run

```
cargo install --force --path .
```

## Doing exercises

In the rust directory run

```
zustlings homework n
```

Where n is the number of the homework you are doing, e.g.

```
zustlings homework 4
```

You will need to open another terminal so that you can edit the files

When you start, it will start with the code in homework4/variables/variable1.rs

As you can see it does not compile

```
⚠ Compiling of homeworks/homework4/variables/variables1.rs failed! Please try again. Here's the output:
error[E0425]: cannot find value `y` in this scope
--> homeworks/homework4/variables/variables1.rs:8:5
  |
8 |     y = 5;
  |     ^
  |
help: you might have meant to introduce a new binding
  |
8 |     let y = 5;
  |     +++

error[E0425]: cannot find value `y` in this scope
--> homeworks/homework4/variables/variables1.rs:9:36
  |
9 |     println!("y has the value {}", y);
  |                                   ^ not found in this scope

error: aborting due to 2 previous errors

For more information about this error, try `rustc --explain E0425`.

Spawning homeworkd watch shell
Welcome to watch mode! You can type 'help' to get an overview of the commands you can use here.
```

You need to make the change to the code in this file so that it will compile, when you save the file , it will recompile and show you if there are still errors.

```
:: Compiling homeworks/homework4/variables/variables1.rs...
✅ Successfully ran homeworks/homework4/variables/variables1.rs!

🎉🎉 The code is compiling! 🎉🎉

Output:
=====
y has the value 5
=====

You can keep working on this exercise,
or jump into the next one by removing the `I AM NOT DONE` comment:

3 | // Execute the command `zustlings hint variables1` if you want a hint :)
4 |
5 | // I AM NOT DONE
6 |
7 | fn main() {
```

Once you have finished a particular file

remove the comment `// I AM NOT DONE`

and you will be taken to the next file that you need to fix.

