A Crash Course in Rust 

Let's learn Rust together.

- Systems programming language
- Strongly typed
- No garbage collector
- Immutable by default
- Memory safety is checked at compile time
  - Prevents `undefined behavior`
    - Use after free (dereferencing a null pointer)
    - Data races
- Async/Await for high performance apps
  - Core IPC message broker
- Package management

Installation

- Rustup

```
curl --proto '=https' --tlsv1.2 -sSf https://sh.rustup.rs | sh
rustup default stable # Install and use the latest stable rust toolchain
```

Tooling

- Visual Studio Code
- `rust-analyzer` extension
  - Language server for rust
  - Provides IDE-like features
    - Intellisense
    - Goto Definition
    - Refactoring support
    - Inlay type hints

Creating a Project

```
cargo new learn-rust
cd learn-rust
cargo run -r
```

Data Structures

```rust
// main.rs
struct Dog;

fn main() {
    let _dog = Dog {};

    println!("Hello, world!");
}
```

Mutability

```
struct Dog {
    age: u8,
}

impl Dog {
    pub fn celebrate_birthday(&mut self) {
        self.age = self.age + 1;
        println!("Fluffy is {} years old!", self.age);
    }
}

fn main() {
    let mut dog = Dog { age: 8 };
    dog.celebrate_birthday();
}
```

Constructors

```
struct Dog {
    age: u8,
}
impl Dog {
    pub fn new(age: u8) -> Self {
        Self { age }
    }
    pub fn celebrate_birthday(&mut self) {
        self.age = self.age + 1;
        println!("Fluffy is {} years old!", self.age);
    }
}
fn main() {
    let mut dog = Dog::new(8);
    dog.celebrate_birthday();
}
```

Enumerations

```
enum BoneKind {
    Bacon,
    PeanutButter,
    Turkey,
}
```

Option

```
pub enum Option<T> {
  None,
  Some(T),
}
```

Optional Fields

```
struct Dog {
    age: u8,
    pub bone: Option<Bone>,
}

impl Dog {
    pub fn new(age: u8) -> Self {
        Self { age, bone: None }
    }

    // ...
```

Wait a second...

- What if the dog already has a bone?
- What if the dog doesn't like the flavor?
- What if the dog refuses to take the bone?

Results and Errors

How do we represent errors in Rust?

- Scenario 1
  - Take a bone from a dog that is without one
    - `None` represents the absence of the bone
- Scenario 2
  - Give one and then another bone to a dog
    - We can return `Err` to represent an error

Result

```
enum Result<T, E> {
    Ok(T),
    Err(E),
}
```

Traits

- What are traits?
  - Similar to interfaces
  - Only specify behavior and not data
  - Not inheritance
  - Allows for dynamic dispatch
    - i.e `Vec<Box<dyn Animal>>`
- Built-In Rust traits
  - Default
  - Display

Custom Errors

```
struct AnimalError {
    details: String,
}
impl AnimalError {
    fn new(msg: &str) -> Self {
        Self { details: msg.to_string() }
    }
}
impl std::error::Error for AnimalError {
    fn description(&self) -> &str { &self.details }
}
impl std::fmt::Display for AnimalError {
    fn fmt(&self, f: &mut std::fmt::Formatter) -> std::fmt::Result {
        write!(f, "{}", self.details)
    }
}
```

Type Aliases

Declare function aliases to abbreviate types

```
pub type Result<T, E = Box<dyn std::error::Error>> = std::result::Result<T, E>;
```

Smart Pointers in Rust

- What is a `Box`?
  - Just a smart pointer 🧠👉😎
  - Used for safe heap allocations

Writing Fallible Methods

```
pub fn receive_bone(&mut self, bone: Bone) -> Result<()> {
    match self.bone.as_ref() {
        Some(bone) => {
            return Err(Box::new(AnimalError::new(&format!(
                "Dog already has a bone! ({:?})",
                bone
            ))))
        }
        None => {
            println!("Fluffy grabbed the {:?} bone!", bone.kind);
            self.bone = Some(bone);
        }
    };
    Ok(())
}
```

More Error Conditions

```
pub fn speak(&self) -> Result<()> {
  match self.bone.as_ref() {
      Some(bone) => Err(Box::new(AnimalError::new(&format!(
          "Dog can't speak because of the {:?} bone!",
          bone
      )))),
      None => Ok(println!("Woof!")),
  }
}
```

Happy Birthday, Fluffy! 🍰🐕

```
fn main() -> Result<()> {
    let mut dog = Dog::new(8);
    dog.celebrate_birthday();
    dog.speak()?; // Now we can invoke dog.speak()

    let bone = Bone::new(BoneKind::BaconFlavored);
    dog.receive_bone(bone)?;

    Ok(())
}
```

- `?` operator propagates error to the caller

Debug Output

```
#[derive(Debug)]
struct AnimalError {
    details: String,
}
```

Final Program

Available on the rust playground 🚀

Next Steps

- The official rust website
- The Rust bookshelf
  - Run `rustup doc`
- Awesome Rust Learning
  - Large list of learning resources