

String formatting

...printf(), sprintf() equivalents & related topics.

Simplest possible output from Rust program

```
fn main() {  
    println!("Hello stdout!");  
    eprintln!("Hello stderr!");  
}
```

Formatted output (using Display trait)

```
fn agriculture() {  
    let num_animals = 42_usize;  
    let animal_name = "ducks";  
  
    println!("We have {} {} in our farm.", num_animals, animal_name);  
  
    let s: String = format!(  
        "Nothing is better than {} {}, except for {} {},",  
        num_animals, num_animals + 1, animal_name  
    );  
  
    // Minimal assert.  
    assert!(num_animals >= 42);  
    // assert with a custom panic message.  
    assert!(  
        num_animals >= 42,  
        "Too few animals in our farm :( - only {} {}", num_animals, animal_name  
    );  
}
```

Formatted output (using Debug trait)

```
fn agriculture() {  
    let animals: &[&str] = &["Azor", "Mućka"];  
  
    // Does not compile: &[&str] does not implement Display.  
    // println!("We have the following animals in our farm: {}", animals);  
  
    // Concise printing for debug purposes:  
    println!("We have the following animals in our farm: {:?}", animals);  
    // Outputs:  
    // We have the following animals in our farm: ["Azor", "Mućka"]  
  
    // Pretty-printing for debug purposes:  
    println!("We have the following animals in our farm: {:#?}", animals);  
    // Outputs:  
    // We have the following animals in our farm: [  
    //     "Azor",  
    //     "Mućka"  
    // ]  
}
```

Memory backing considerations

```
fn agriculture() {  
    let animals: &[&str] = &["Azor", "Mućka"];  
  
    let animals: [&str; 2] = ["Azor", "Mućka"];  
    let animals: &[&str] = &animals;  
  
    let animals: Vec<&str> = vec!["Azor", "Mućka"];  
  
    static ANIMALS: [&str; 2] = ["Azor", "Mućka"];  
    static ANIMALS_SLICE: &[&str] = &ANIMALS;  
  
    let animals: Vec<&str> = vec!["Azor", "Mućka"];  
    let animals_slice: &[&str] = &animals;  
  
    let animals: Vec<String> = vec!["Azor".into(), "Mućka".into()];  
}
```

Memory backing considerations - with hints

```
fn agriculture() {  
    let animals: &[&str] = &["Azor", "Mućka"]; // stack-allocated stack-backed slice.  
  
    // stack-allocated array (of statically-allocated strings).  
    let animals: [&str; 2] = ["Azor", "Mućka"];  
    let animals: &[&str] = &animals; // stack-allocated stack-backed slice.  
  
    let animals: Vec<&str> = vec!["Azor", "Mućka"]; // stack-allocated heap-backed slice.  
  
    static ANIMALS: [&str; 2] = ["Azor", "Mućka"]; // statically-allocated array.  
    static ANIMALS_SLICE: &[&str] = &ANIMALS; // statically-allocated statically-backed slice.  
  
    let animals: Vec<&str> = vec!["Azor", "Mućka"]; // stack-allocated heap-backed Vec.  
    let animals_slice: &[&str] = &animals; // stack-allocated heap-backed slice.  
  
    // stack-allocated heap-backed Vec of heap-allocated strings.  
    let animals: Vec<String> = vec!["Azor".into(), "Mućka".into()];  
}
```

