

1 example_crate

1.1 Crate pub example_crate

- example_crate::abc
- example_crate::KindOfReprC
- example_crate::ReturnType
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- example_crate::TestUnion
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- example_crate::A_STR_LITERAL

1.2 Module pub example_crate::abc

- example_crate::abc::SimpleType

1.3 Struct pub example_crate::abc::SimpleType

```
1 pub struct SimpleType;
```

A simple type.

1.4 Struct pub example_crate::KindOfReprC

```
1 #[repr(C)]  
2 pub struct KindOfReprC(  
3     pub u8  
4 )
```

Fields

0: u8

A struct with repr annotation.

1.5 Struct pub example_crate::ReturnType

```
1 pub struct ReturnType;
```

This is used as a return type.

1.6 Enum pub example_crate::AnEnum

```
1 pub enum example_crate::AnEnum {  
2     VariantA ,  
3     VariantB ,  
4     VariantStruct ,  
5 }
```

Variants

VariantA

VariantB

VariantStruct

An enum with different variants.

1.7 Struct pub example_crate::TestUnion

```
1 pub struct TestUnion {  
2     pub a: ()      pub b: usize  
3 }
```

Fields

a: ()

b: usize

1.8 Function pub example_crate::function_item

```
1 pub fn function_item(param: usize) -> ReturnType
```

A normal function.

1.9 Function pub example_crate::complicated_function

```
1 pub fn complicated_function(  
2     long_parameter_name_but_still_okay: usize,  
3     oh_no_a_second_parameter: usize,  
4     and_a_third_one_definitely_makes_the_signature_long: usize  
5 ) -> usize
```

A function with a very long signature.

1.10 Function pub example_crate::extern_c

```
1 pub extern "C" fn extern_c()
```

A function with a non-Rust ABI.

1.11 Static pub example_crate::A_STATIC

```
1 pub static A_STATIC: KindOfReprC;
```

A static, not a constant.

1.12 Constant pub example_crate::A_CONST

```
1 pub const A_CONST: KindOfReprC = KindOfReprC(0u8);
```

A constant with some arbitrary type.

1.13 Constant pub example_crate::A_CONST_LITERAL

```
1 pub const A_CONST_LITERAL: u8 = 0u8;
```

A literal number.

1.14 Constant pub example_crate::A_STR_LITERAL

```
1 pub const A_STR_LITERAL: &'static str = "string literal";
```

Wow, more literals.