

Rust Programming Language

A high-level overview of the *latest* highly admired
programming language by developers.

Foreword



Contribute on  GitHub

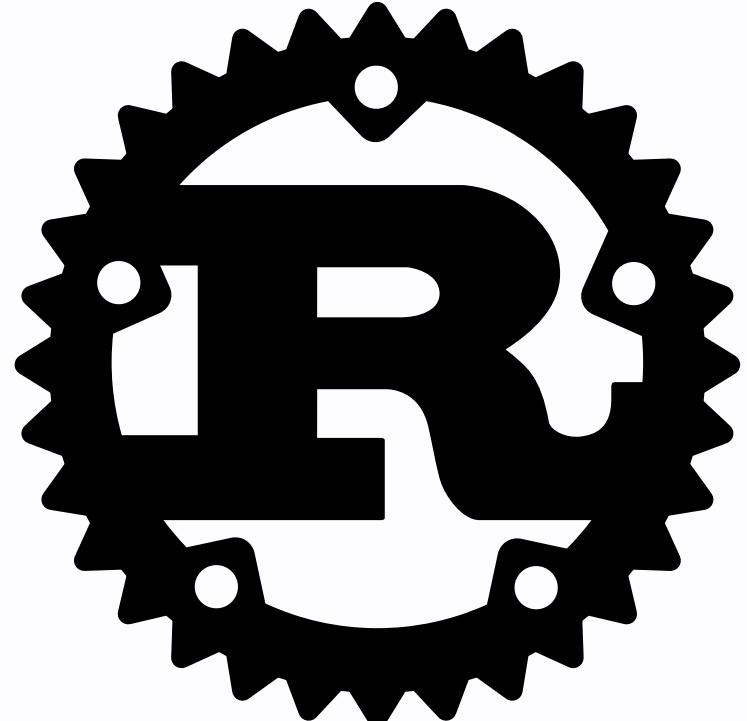


View Online neave.dev/rust



[Download PowerPoint and PDF](#)

What is Rust?



Based on the
Rust Fungus.

The logo is a bike ring
because most of the
developers who
started Rust **like to**
ride bikes



Mascot

Ferris the Crab. When
you learn Rust you
become a Rustacean.



Why Rust?

Graydon Hoare created Rust as personal project while working at Mozilla Research in 2006.

He realised that memory safety bugs where likely causing the elevator to break down in his apartment building.

“ It's ridiculous that we computer people couldn't even make an elevator that works without crashing!



“ The short answer is that Rust solves pain points present in many other languages, providing a solid step forward with a limited number of downsides. [Stack Overflow Blog - 2020](#) ”

It's performant and memory optimized.

“ Don't count your servers, make your servers count. ”



- Rust developers at Google are twice as productive as C++ teams

“ "So we see reduced memory usage in the services that we've moved from Go ... and we see a decreased defect rate over time in those services that have been rewritten in Rust – so increasing correctness."

”



Make Cost a Non-Functional Requirement

“ Ruby & Python are more than 50x more expensive than C++ and Rust ”

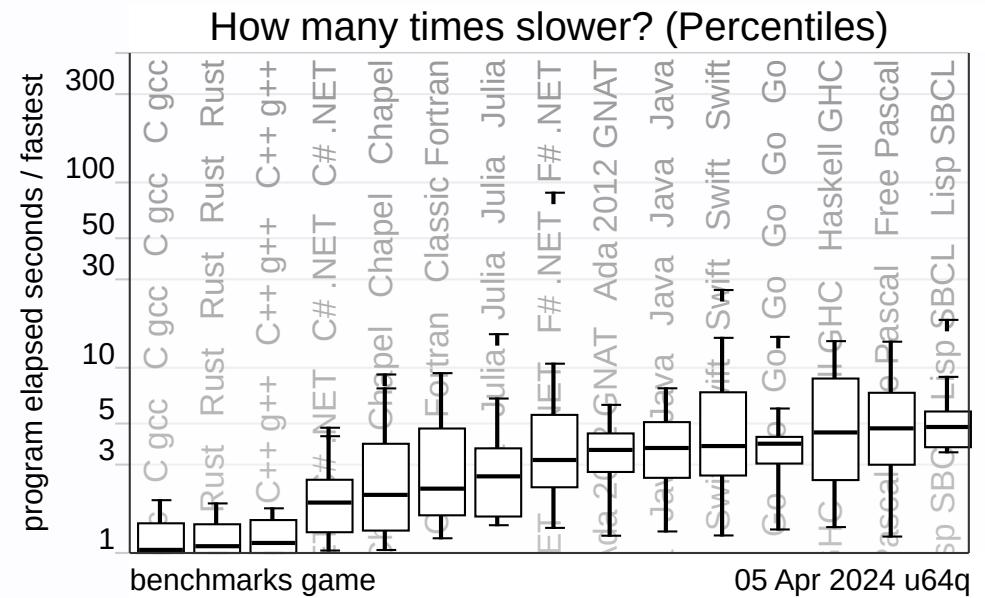
The Frugal Architect
(quoted in Why Rust? - Serverless Rust)



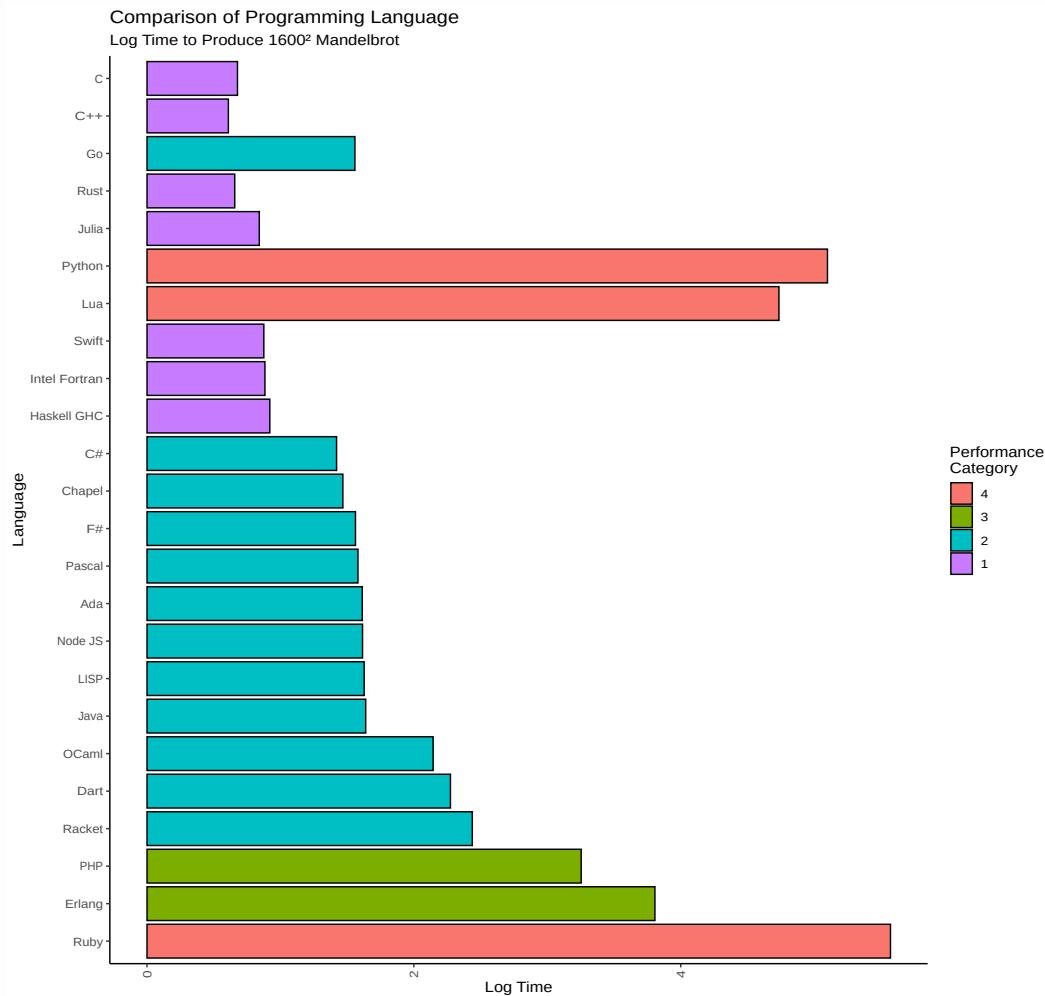
⚡ *Blazing Fast* ⚡

and *less memory*

Close to speed of
C/C++.



Why Rust



Memory Safety

“ Rust programs are unable to compile if memory management rules are violated, essentially eliminating the possibility of a memory issue at runtime. ”

Does not have a runtime cost of a garbage collector
- instead uses Lifetimes.



Secure

Reduced security
vulnerabilities*

Look at [memoriesafety.org](https://memorysafety.org)
for some initiatives (cURL,
Linux Kernel, TLS, sudo, NTP)

*20% of crates (packages)
make use of unsafe keyword.



Speaking of languages, it's time to halt starting any new projects in C/C++ and use Rust for those scenarios where a non-GC language is required. For the sake of security and reliability, the industry should declare those languages as deprecated.

8:50 AM · Sep 20, 2022

- NSA cybersecurity information sheet recommends we use memory safe languages C#, Go, Java, Ruby, Swift and **Rust**.
- The White House Office of the National Cyber Director (ONCD) called on developers to reduce the risk of cyberattacks by using **programming languages that don't have memory safety vulnerabilities**.
- **TRACTOR** Translating All C to Rust - The Defense Advanced Research Projects Agency (DARPA)



WASM

You can compile to WASM with Rust



Solomon Hykes 
@solomonstre

...

If WASM+WASI existed in 2008, we wouldn't have needed to created Docker. That's how important it is. Webassembly on the server is the future of computing. A standardized system interface was the missing link. Let's hope WASI is up to the task!

Docker introduced experimental support for WebAssembly in July 2023.

Rust in the wild

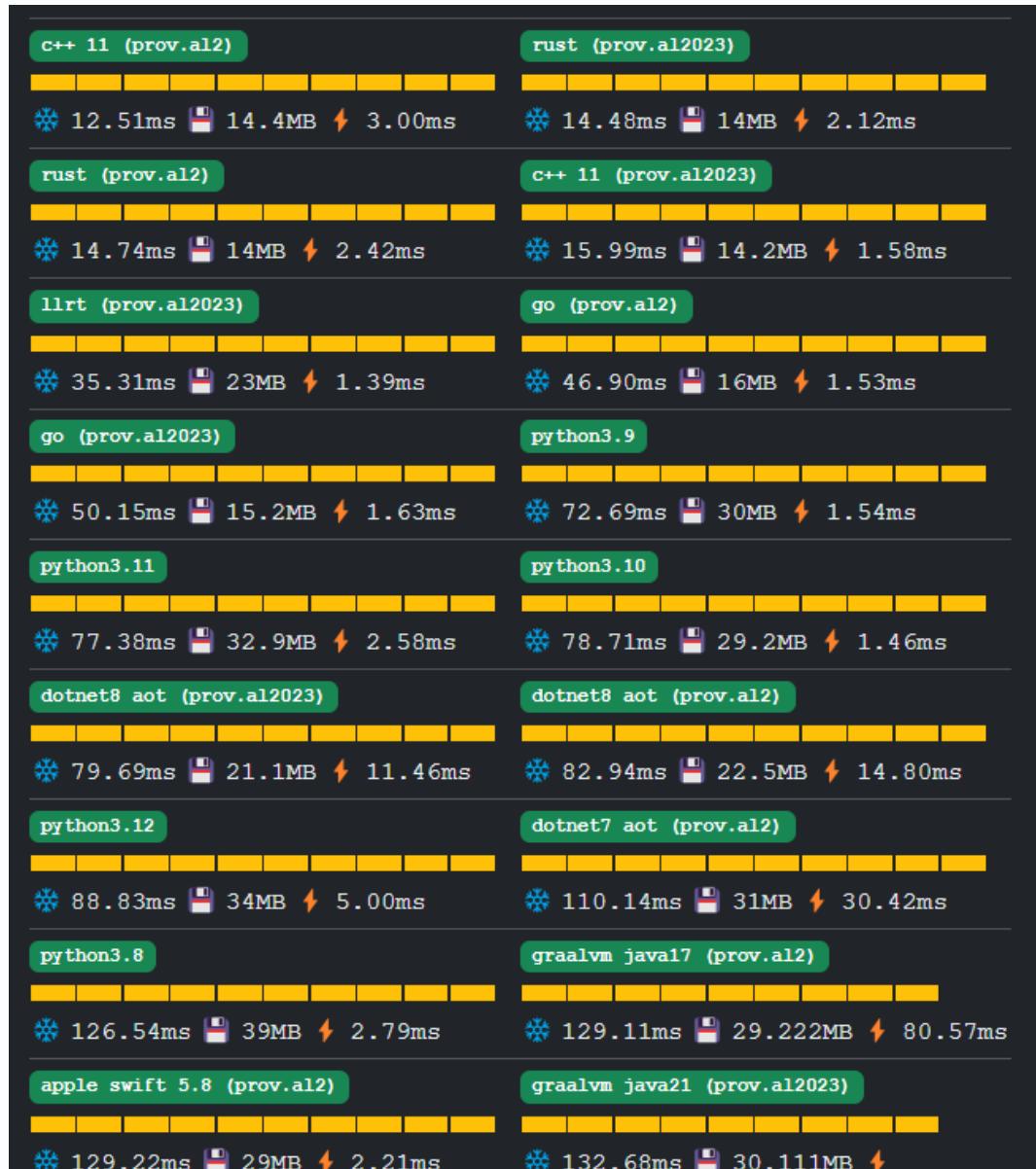
- Rust is in the Linux
- Microsoft seeks Rust developers to rewrite core C# code
- Mozilla re-focuses on Web Engine Rust based 'Servo' in 2024.

- CloudFlare open sources their http proxy (alternative to NGINX) called [Pingora](#)
- [RedoxOS](#) - Redox is a Unix-like Operating System written in Rust.
- [Warp Terminal](#) - an AI Powered Terminal
- [Using WebAssembly for VS Code Extension Development](#)
- Renault electric passenger car brand Ampere SDV platform is written in Rust.

- Zed.dev code editor. (*Not available for Windows yet*)
- Mozilla Project Oxidation is integration of Rust code into Firefox
- Rust to .NET compiler backend (experimental).
Rust compiler to .NET assemblies

AWS Support

- AWS Lambda supports Amazon Linux 2023
- Cargo Lambda (see [docs](#))
- AWS CodeArtifact now supports [Cargo](#), the Rust package manager
- [Serverless Rust](#) - Your One Stop Shop For All Things Serverless Rust



AWS Lambda Cold Starts

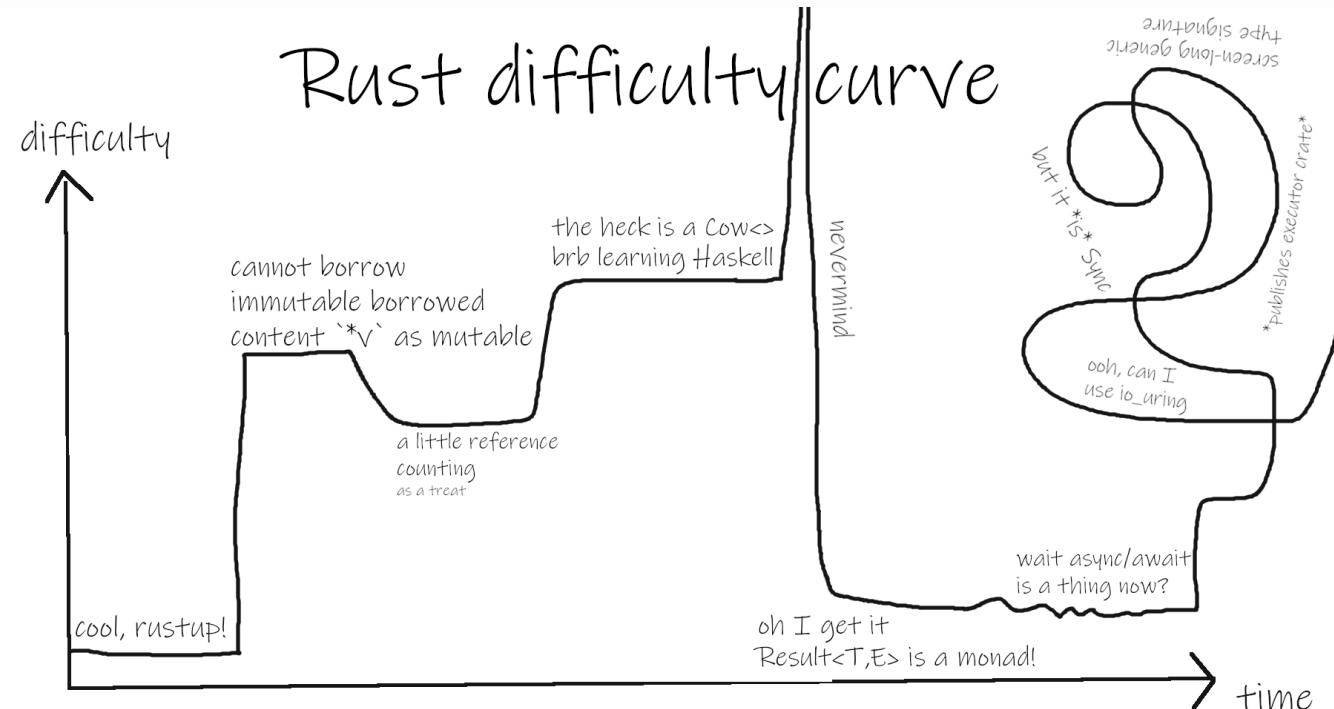
Lambda Cold Starts
Benchmark

Web Development

“ Yes! And it's freaking fast!
[Are We Web Yet?](#) ”

- Rust has mature and production ready frameworks in Actix Web and Axum, and innovative ones like Warp and Tide.
- Rust can run on the browser by compiling to WebAssembly

Why not Rust?



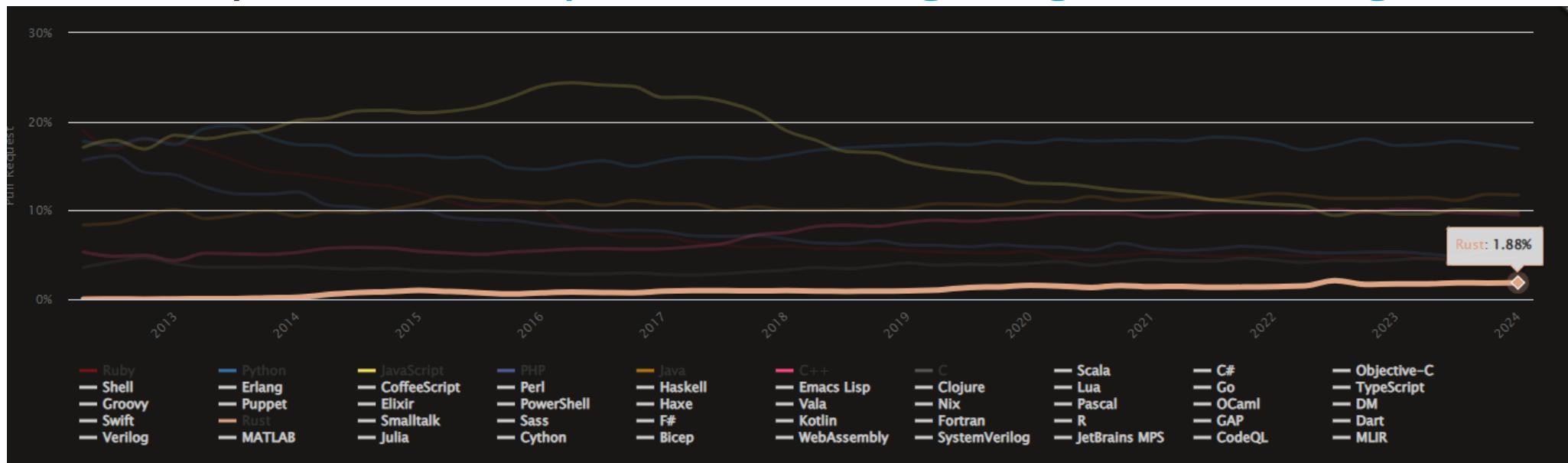
It's difficult to learn. Large cognitive load to learn.



- Limits the creative flow with it's constraints. No driving your car off the cliff for fun.
- Compiler is your friend and your foe. Lifetimes are difficult but the compiler will give you hints.
- Compile time is longer (than Go, etc) - many prefer Go (for webservers and quick prototyping)

- You want quick code to production and you are happy to have errors in production - Rust causes you to think about edge cases and errors earlier.
You pay early with Rust.

- Not Popular - <https://madnight.github.io/githut>



Thinking Non-Functional Requirements

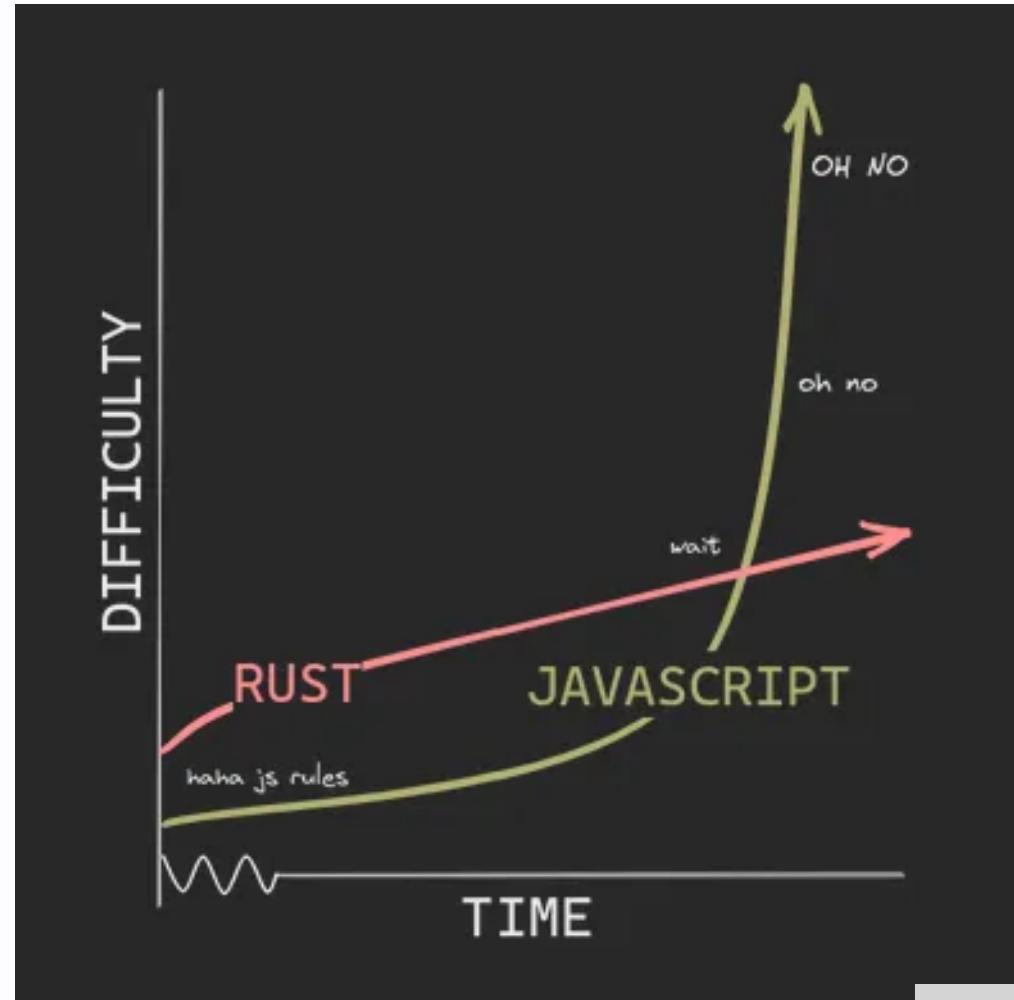
- ✓ High maintainability - Get it right early; not later
- ✓ Testing - By design with unit, integration and even documentation testing
- ✓ Scalability - Low Memory as it's not a GC language
- ~ Prototype - However, it encourages you to have polished code early.

Getting Started

Great! - where do I get started? Do you want to become a Rustacean?

Official <https://www.rust-lang.org/learn>

“ In other languages, simple things are easy and complex things are possible, in Rust simple things are possible and complex things are *easy*. ”

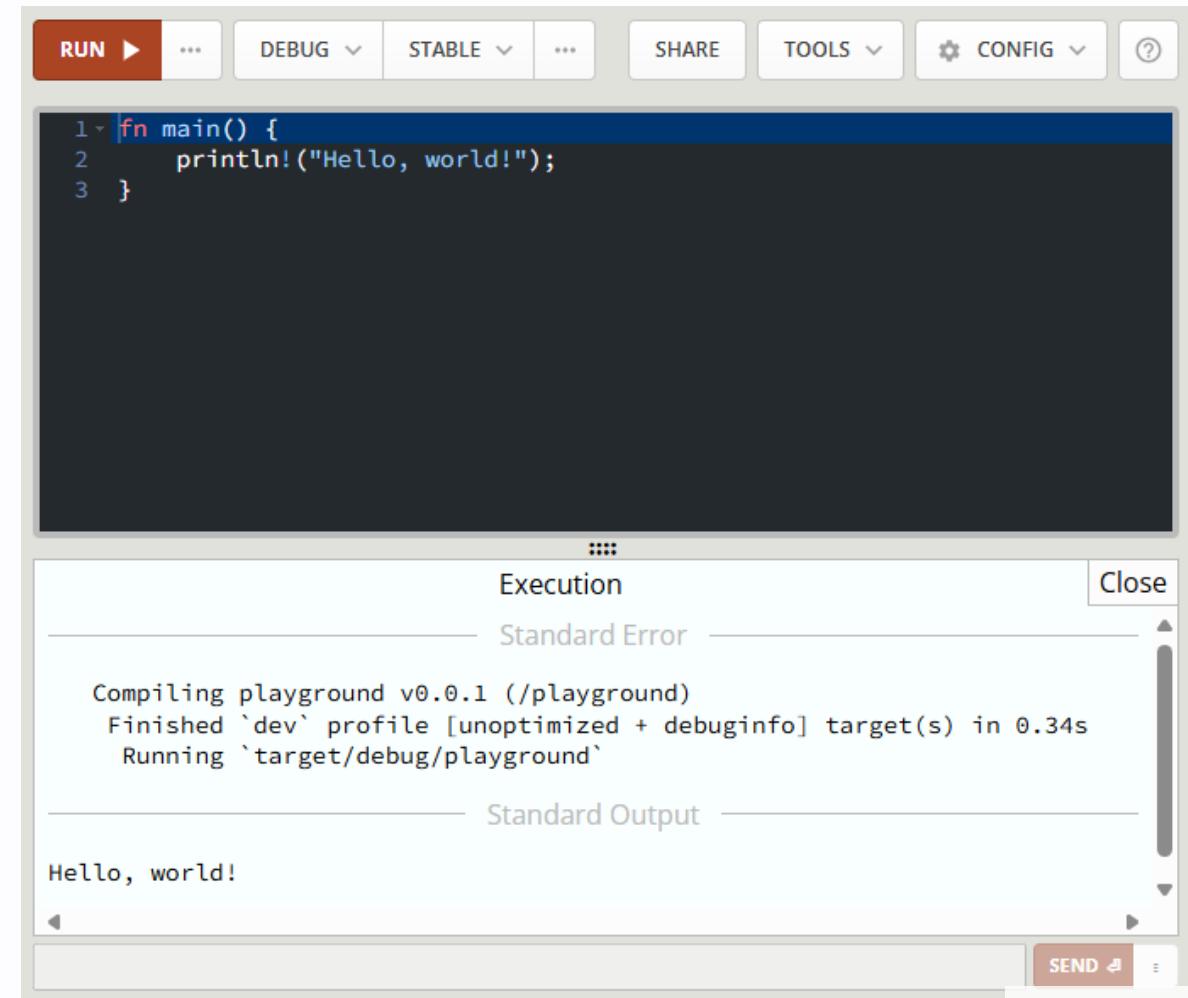


- **The Book** - The most comprehensive resource for learning Rust, but a bit theoretical sometimes.
Available in [paperback](#) and [ebook format](#). You can *execute the code examples within 'The Book'*
- [Rust Book \(Interactive\)](#) - Different version of the Rust Book, featuring: quizzes, highlighting, visualizations, and more.

- [Rust by Example](#) - Learn Rust by solving little exercises. It's almost like `rustlings`, but online
- Stay up to date with [This Week in Rust](#) - weekly newsletter and RSS Feed
- [Rust Cheat Sheet](#)

Practise

- Rust Playground - Run rust without installing anything



The screenshot shows the Rust Playground interface. At the top, there's a toolbar with buttons for RUN, DEBUG, STABLE, SHARE, TOOLS, and CONFIG. Below the toolbar is a code editor window containing the following Rust code:

```
1 fn main() {
2     println!("Hello, world!");
3 }
```

Below the code editor is a terminal-like window titled "Execution". It displays the compilation process:

```
Compiling playground v0.0.1 (/playground)
Finished `dev` profile [unoptimized + debuginfo] target(s) in 0.34s
Running `target/debug/playground`
```

Underneath the "Execution" tab is a "Standard Output" tab, which shows the output of the program:

```
Hello, world!
```

```
exercises > 00_intro > intro2.rs > ...
1 // intro2.rs
2 //
3 // Make the code print a greeting to the world.
4 //
5 // Execute `rustlings hint intro2` or use the `hint` command
6 // on the command line for hints.
7 // I AM NOT DONE
8
9
10 fn main() {
11     println!("Hello there!");
12 }
```

✓ Successfully ran exercises/00_intro/intro1.rs!

🎉 The code is compiling! 🎉

Output:

Hello and
welcome to...

[REDACTED]

This exercise compiles successfully. The remaining exercises contain a compiler or logic error. The central concept behind Rustlings is to fix these errors and solve the exercises. Good luck!

The source for this exercise is in 'exercises/00_intro/intro1.rs'. Have a look! Going forward, the source of the exercises will always be in the success/failure output.

If you want to use rust-analyzer, Rust's LSP implementation, make sure your editor is set up, and then run 'rustlings lsp' before continuing.

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

```
14 | // hint.
15 |
16 | // I AM NOT DONE
17 |
18 | fn main() {
Welcome to watch mode! You can type 'help' to get an overview of the commands you can use here.
```

- **Rustlings -**
Contains small exercises to get you used to reading and writing Rust code

- **Exercism - Rust Track - Series of exercises to learn rust**

The screenshot shows the Exercism platform interface for the "Armstrong Numbers" exercise. At the top, there's a navigation bar with tabs for "Overview", "Your iterations", "Dig Deeper", "Community Solutions", "Code Review", and a "Continue in editor" button. Below the navigation, the exercise title "Armstrong Numbers" is displayed with a difficulty rating of "Easy".

The main content area starts with a section titled "Solve Armstrong Numbers" which includes instructions: "Continue work on this exercise. Solve it via Exercism's in-browser editor or locally in your own environment, using our CLI to download and submit." It provides two solving options:

- "VIA EXERCISM EDITOR" with a "Start in editor" button.
- "WORK LOCALLY (VIA CLI)" with a "Install Exercism locally" button and a command-line interface snippet: `exercism download --track=rust --exercise=armstrong`.

At the bottom of the main content area, there are three links:

- "Dig Deeper"
- "Complete your solution"
- "Instructions" (which is currently selected)

The "Instructions" section contains the following text:
An **Armstrong number** is a number that is the sum of its own digits each raised to the power of the number of digits.
For example:

- 9 is an Armstrong number, because $9 = 9^1 = 9$
- 10 is *not* an Armstrong number, because $10 \neq 1^2 + 0^2 = 1$
- 153 is an Armstrong number, because:
 $153 = 1^3 + 5^3 + 3^3 = 1 + 125 + 27 = 153$
- 154 is *not* an Armstrong number, because:
 $154 \neq 1^3 + 5^3 + 4^3 = 1 + 125 + 64 = 190$

Write some code to determine whether a number is an Armstrong number.

- Rust for C#/.Net developers
- 100 Exercises To Learn Rust
- Rustfinity
- And more...(github page)

Learn by Video (cont...)

- How to Learn Rust
- Beginners Series To Rust - Microsoft Learn
- Rust First Steps - Microsoft Learn Training
- 100 Exercises To Learn Rust
- Rust In Motion (Paid)

Tools

Tools

- VSCode - [rust expansion pack](#) - [docs](#) can help
- [RustRover](#) - Free for individual non-commercial
- Sublime text, Eclipse, VIM, Nano, EMACS, Visual Studio, Notepad, NeoVIM

Dev Container

Rust might be flagged by anti-virus software -
develop in a **dev container** instead 😊

Getting Started

devcontainer.json

```
{  
  "name": "Rust",  
  "image": "mcr.microsoft.com/devcontainers/rust:latest",  
  "postCreateCommand": "rustup update; curl -L https://github.com/cordx56/rustowl/releases/download/v0.1.1/install.sh | sh",  
  "customizations": {  
    "vscode": {  
      "settings": {  
        "editor.defaultFormatter": "rust-lang.rust-analyzer",  
        "editor.formatOnSave": true,  
        "explorer.fileNesting.enabled": true,  
        "explorer.fileNesting.expand": false,  
        "explorer.fileNesting.patterns": {  
          "Cargo.toml": ".clippy.toml, .rustfmt.toml, Cargo.lock, clippy.toml, cross.toml, rust-toolchain.toml, rustfmt.toml"  
        },  
        "todo-tree.regex.regex": "(//|#|<!--|;|/\*\|^\|[ \t]*(-|\d+.)\s*($TAGS)|todo!",<br/>      },  
      "extensions": [  
        "rust-lang.rust-analyzer",  
        "vadimcn.vscode-lldb",  
        "dustypomerleau.rust-syntax",  
        "lorenzopirro.rust-flash-snippets",  
        "Swellaby.vscode-rust-test-adapter",  
        "tamasfe.even-better-toml",  
        "fill-labs.dependi",  
        "Gruntfuggly.todo-tree",  
        "usernamehw.errorlens",  
        "streetsidesoftware.code-spell-checker",  
        "cordx56.rustowl-vscode"  
      ]  
    }  
  }  
}
```

Tooling

- **Cargo** - build tool, dependency manager, test runner and project bootstrapper - rarely use `rustc`
- **RustFmt** - standardize formatter
- **Clippy** - better code feedback than the compiler
- creates.io - Rust's Packages Manager - more details at blessed.rs



Rust has large compile times due to downloading crates and compiling them into your binary.



Rust Language



Installation

Install and upgrade with `rustup`

“

rustup is an installer for the systems
programming language Rust

”



Editions

2024 is the current version (Released in Feb 2025)

Released every three years (2015, 2018, 2021, 2024).
Defaults to 2015 if you don't specify otherwise. Can
have breaking changes. You can choose the edition
in the Cargo.toml and choose when to upgrade. They
provide tooling to [automate the upgrade](#) or use
tools like [RustFix](#) to auto upgrade.

Hello World

```
$ cargo new hello_world
    Created binary (application) `hello_world` package
$ cd hello_world/
$ cargo run
    Compiling hello_world v0.1.0 (/workspaces/rust/hello_world)
    Finished dev [unoptimized + debuginfo] target(s) in 1.27s
        Running `target/debug/hello_world`
Hello, world!
```



```
$ tree
.
├── Cargo.lock
├── Cargo.toml
├── src
│   └── main.rs
└── target
    └── debug
        └── hello_world //native executable

10 directories, 18 files (redacted)
```

Hello World Code

```
//main.rs
fn main() {
    println!("Hello World");
}
```



Inside `Cargo.toml` (Tom's Obvious, Minimal Language)

```
[package]
name = "my_project"
version = "0.1.0"
edition = "2024"
rust-version = "1.85"

[dependencies]
# insert dependencies here
```



How to minimize Rust binary sizes. You must build in release mode with cargo build --release

```
# Add to Cargo.toml
[profile.release]
codegen-units = 1      # Reduce number of codegen units to increase optimizations
lto = true              # Enable link-time optimization
opt-level = 'z'          # Optimize for size
panic = 'abort'         # Abort on panic
strip = true             # Strip symbols from binary
```



Rust is Complex

When compiled, macros are expanded, imports standard libraries and more

```
#![feature(prelude_import, print_internals)]
#[prelude_import]
use std::prelude::rust_2024::*;

#[macro_use]
extern crate std;

fn main() {
    {
        ::std::io::_print(format_args!("Hello, world!\n"));
    };
}
```



Syntax

'Variables' (actually binding) - immutable by default.

```
let x = 4;          // Compiler decides
let x: i32 = 4;   // Explicit Definition
let x = 4i32;     // Suffix Annotations
let long_variable_name = 1; //snake case
```



Mutating a binding

```
let mut x = 5;
println!("x = {x}");
x = 6;
println!("x = {x}");
```



Strings

`String` - an *owned* String. It owns the data and it's responsible for freeing up the memory. It has three parts (Length, Capacity and Data Pointer)

```
let str1 = String::from("string");
let str1 = "string".to_string();
```

- UTF-8 Encoded - 1 to 4 bytes
- Non-Null-Byte Terminated
- Not a collection of characters
- There are multiple string types

String Slices

`&str` - a *borrowed* string slice - it does not own its data, data is not freed when the value is dropped. It is a view or window (aka slice) into string data. Has two parts in memory - length and data pointer.

```
let sentence: String = String::from("This is a sentence");
let string_slice: &str = &sentence[..4];
println!("{}", string_slice); // 'This'
let string_slice: &str = &sentence[5..9];
println!("{}", string_slice); // 'is a'
let string_slice: &str = &sentence[10..];
println!("{}", string_slice); // 'sentence'
```



Data Types

Length	Signed	Unsigned
8-bit	i8	u8
16-bit	i16	u16
32-bit	i32	u32
64-bit	i64	u64
128-bit	i128	u128
arch	isize	usize

"arch": 64 bits if you're on a 64-bit architecture and
32 bits if you're on a 32-bit architecture.

Other types

- Floating Types: f32 , f64
- Boolean: true , false
- Chars
- Arrays

Tuples

```
//empty tuples are called 'unit'  
let unit = (); //empty value or an empty return type.  
  
let tuple: (bool, i32, f64) = (true, 2, 3.0);  
let (b, i, f) = tuple; //destructuring  
println!("{}{}, {}{}, {}{}", b, i, f);
```

Functions

```
fn exclaim(input: String) -> String {  
    let mut output = input.to_uppercase();  
    output.push('!');  
    output //NB: same as "return output;"  
}
```



Control Flow

```
let x: i32 = -1000;

if x > 0 && x < 100 {
    println!("x has a value");
} else if x > 100 {
    println!("x is a big number")
} else {
    println!("x is negative")
}

let boolean: bool = true;
let binary: i32 = match boolean {
    false => 0,
    true => 1,
};
```



Loops

```
loop {  
    //forever  
}
```



```
let mut number = 3;
while number != 0 {
    println!("{}", number);
    number -= 1;
}
println!("Lift Off!");
```

```
let a: [i32; 5] = [10, 20, 30, 40, 50];

for element in a.iter() {
    println!("the value is: {}", element);
}
```

Iterators

```
let v: Vec<i32> = [1, 2, 3].into_iter()  
    .map(|x| x + 1)  
    .rev()  
    .collect();  
  
assert_eq!(v, [4, 3, 2]);
```

```
let strings = vec!["tofu", "93", "18"];
let numbers: Vec<_> = strings
    .into_iter()
    .filter_map(|s| s.parse::<i32>().ok())
    .collect();
println!("Results: {:?}", numbers);
```

Enums

```
enum CardinalDirections {  
    North,  
    South,  
    East,  
    West,  
}  
  
let north = CardinalDirections::North;
```



Vectors

```
let mut shopping_list: Vec<&str> = Vec::new();
//Vec<&str> not needed as the compiler can infer it from the next line
shopping_list.push("milk");
```



Structures

```
#[derive(Debug)]
struct Car {
    make: String,
    model: String,
    year: u32,
}

fn print_car(car: &Car) {
    println!(
        "Car is {} {} and was built in {}",
        car.make, car.model, car.year
    );
}
```



Formatting for structs

```
println!("{:?}", car1); //Single line - good for small structs
//Car { make: "Ford", model: "Mustang", year: 1967 }

println!("{:#?}", car1); //Multiple line - good for larger structs
/*
Car {
    make: "Ford",
    model: "Mustang",
    year: 1967,
}
*/
dbg!(&car1); //Multiple lines - includes line of code for debugging purposes
```

Traits

A trait defines functionality a particular type has and can share with other types. We can use traits to **define shared behaviors in an abstract way**. We can use trait bounds to specify that a generic type can be any type that has certain behaviors.

Allows for **Polymorphism by default**. Traits are like **interfaces** with some differences. Forces **early abstraction** - which can be good and bad.



```
struct Film {
    title: String,
    director: String,
    studio: String,
}

trait Catalog {
    fn describe(&self) {
        println!("We need more information about this type of media")
    }
}

impl Catalog for Film {
    fn describe(&self) {
        println!(
            "{} was directed by {} through {} studio",
            self.title, self.director, self.studio
        );
    }
}
```

```
fn main() {  
    let captain_marvel = Film {  
        title: String::from("Captain Marvel"),  
        director: String::from("Anna Boden and Ryan Fleck"),  
        studio: String::from("Marvel"),  
    };  
  
    captain_marvel.describe();  
}
```

Error Handling

```
panic!("at the disco"); //🌐🕺
```

Result Enum

Used for recoverable errors that are more common.

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

Rather than having at catch and only catching specific exceptions. Return a custom error enum and the caller to your function has to handle all types of errors.



Result Example

```
// #1
let f = File::open("hello.txt");
let f = match f { //shadow variable
    Ok(file) => file,
    Err(error) => panic!("Can't open the file: {:?}", error),
};

// #2
let f = File::open("hello.txt").unwrap();
//Returns the value inside the OK variant.
//Returns a panic! macro for the Err variant. Default error message of 'No such file or directory'.

// #3
let f = File::open("hello.txt").expect("Failed to open hello.txt");
//allows us to write a detailed error message when it returns a panic! macro.
//You 'expect' it to work but if you are wrong then you get a loud failure.
```

Idiomatic Solution Example

```
result.is_some() ✗  
  
match result { ⚡  
    Ok => ...  
    Err => ...  
}  
  
result? ✓
```

```
let mut file = match File::create("my_best_friends.txt") {  
    Ok(f) => f,  
    Err(e) => return Err(e),  
};
```

```
let mut file = File::create("my_best_friends.txt")?;  
//Unwraps the value if Ok variant and returns an error if Err variant
```

No Nulls



Does not use Nulls but instead uses a Option of type T return that either gives you a value of type T or None - which you can match on.

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

It describes the possibility of an absence of a value.

```
// An integer division that doesn't `panic!`  
fn checked_division(dividend: i32, divisor: i32) -> Option<i32> {  
    if divisor == 0 {  
        // Failure is represented as the `None` variant  
        None  
    } else {  
        // Result is wrapped in a `Some` variant  
        Some(dividend / divisor)  
    }  
}
```

```
fn try_division(dividend: i32, divisor: i32) {  
    // `Option` values can be pattern matched, just like other enums  
    match checked_division(dividend, divisor) {  
        None => println!("{} / {} failed!", dividend, divisor),  
        Some(quotient) => {  
            println!("{} / {} = {}", dividend, divisor, quotient)  
        },  
    }  
}
```



Rules of Ownership

- Each value in Rust has a variable that is called its *owner*
- There can only be *one owner* at a time
- When the owner goes *out of scope*, the *value* will be dropped.

- Ownership - have to add `mut` and add `pub` public keywords
 - Each piece of data has one owning variable.
 - Owner is responsible for cleaning up that data
 - Clean up happens when the owner goes out of scope `{ }`
 - The owner decides on mutability

- Ownership is more than memory
 - Socket management (GC doesn't release unused sockets)
 - Mutex, RC, File, our own struts that implement Drop trait - `drop(&mut self)`

This does not compile

```
fn main() {  
    let s1 = String::from("hello");  
    let s2 = s1;  
  
    println!("{}, world!", s1);  
}
```



Compiler message

```
error[E0382]: borrow of moved value: `s1`
--> src/main.rs:5:28
2 |     let s1 = String::from("hello");
   |         -- move occurs because `s1` has type `String`,
   |             which does not implement the `Copy` trait
3 |     let s2 = s1;
   |             -- value moved here
4 |
5 |     println!("{} , world!", s1);
   |             ^^^ value borrowed here after move

help: consider cloning the value if the performance cost is acceptable

3 |     let s2 = s1.clone();
   |             +++++++
```



Borrowing

- Borrowing is the most idiomatic solution. Get access data without taking ownership over it.
 - Avoids cloning as that uses extra memory and time unnecessarily
 - Catches issues at compile time
 - C: Segment on fault
 - JavaScript: Undefined is not a function

```
fn main() {  
    let s1 = String::from("hello");  
    let s2 = &s1; //borrow here with &  
  
    println!("{} world!", s1);  
    println!("{} world!", s2);  
}
```

Unit Tests

Unit tests exercise different parts of a library separately and can test private implementation details.

```
pub fn is_even(num: i32) -> bool {  
    num % 2 == 0  
}  
  
#[cfg(test)]  
mod tests {  
    use super::*;

    #[test]  
    fn is_true_when_even() {  
        assert!(is_even(2));  
    }
}
```

Integration Tests

Integration tests check that many parts of the library work together correctly, and they use the library's public API to test the code in the same way external code will use it.

```
pub struct Pizza {  
    pub topping: String,  
    pub inches: u8,  
}  
  
impl Pizza {  
    pub fn pepperoni(inches: u8) -> Self {  
        Pizza::bake("pepperoni", inches)  
    }  
  
    pub fn mozzarella(inches: u8) -> Self {  
        Pizza::bake("mozzarella", inches)  
    }  
  
    fn bake(topping: &str, inches: u8) -> Self {  
        Pizza {  
            topping: String::from(topping),  
            inches,  
        }  
    }  
}
```

```
use integration_tests::Pizza;

#[test]
fn can_make_pepperoni_pizza() {
    let pizza = Pizza::pepperoni(12);
    assert_eq!(pizza.topping, "pepperoni");
    assert_eq!(pizza.inches, 12);
}

#[test]
fn can_make_mozzarella_pizza() {
    let pizza = Pizza::mozzarella(16);
    assert_eq!(pizza.topping, "mozzarella");
    assert_eq!(pizza.inches, 16);
}
```

SQL Unit Test

SQL is actually run at compile time in a transaction to ensure that the SQL is valid and then rolled back

Document Tests

Rust will run tests within the documentation

```
/// ``
/// let result = document_tests::add(2, 3);
/// assert_eq!(result, 5);
/// ``
pub fn add(a: i32, b: i32) -> i32 {
    a + b
}
```

Run `cargo test` and check the output



Lifetimes

'a is the lifetime annotation for our value x. 'b is the lifetime annotation for our value y.

```
fn main() {
    let x;                                // -----
    {                                         |
        let y = 42;                         // -+-- 'b |
        x = &y;                            // |      |
    }                                         // -+
    println!("x: {}", x); //                   |
}                                         |
```



Visualize Lifetimes with RustOwl



- green: variable's actual lifetime
- blue: immutable borrowing
- purple: mutable borrowing
- orange: value moved / function call
- red: lifetime error - diff of lifetime between actual and expected

The screenshot shows a Rust code editor window titled "main.rs 2". The code is as follows:

```
fn main() {
    let s: String = String::from("s");
    let mut r: &String = &s;
    if s == "a" {
        let s2: String = String::from("a");
        r = &mut s2;
    }
    println!("{}{}", r);
}
```

A tooltip is displayed at the bottom right of the editor, stating "variable s2 is required to live here". The word "s2" in the tooltip is highlighted in green, indicating its actual lifetime.

Other languages

Rust bindings for Python, including tools for creating native Python extension modules. Running and interacting with Python code from a Rust binary is also supported. <https://github.com/PyO3/pyo3>

Controversy

- Leadership issues - Rust Foundation created
- Trademark Policies
- Choice of Malware writers (ie RustDoor)

Conclusion

Rust is everywhere - including Elevators.



graydon2 • 2mo ago

As it happens, someone who works on elevator firmware privately contacted me a little while back to let me know they're writing some of it in Rust now. Real circle of life moment.



25



Reply

Award

Share

...