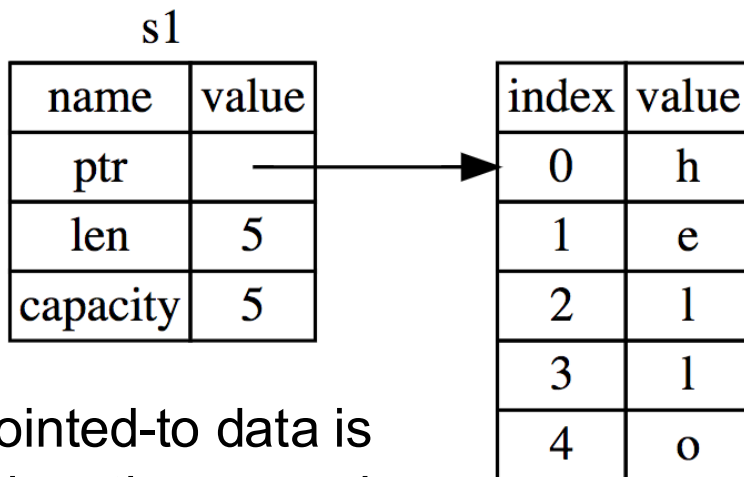


CMSC 330: Organization of Programming Languages

Strings, Slices, Vectors, HashMaps
in Rust

String Representation

- Rust's **String** is a 3-tuple
 - A pointer to a **byte array** (interpreted as UTF-8)
 - A (current) **length**
 - A (maximum) **capacity**
- Always: $\text{length} \leq \text{capacity}$



String pointed-to data is
dropped when the owner is

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 - A (current) **length**
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 - Always: $\text{length} \leq \text{capacity}$

```
let mut s = String::new();
println!("{}", s.capacity());
for _ in 0..5 {
    s.push_str("hello");
    println!("{}",
        s.len(), s.capacity());
}
```

Code

Prints

0
5,5
10,10
15,20
20,20
25,40

UTF-8 and Rust Strings

- UTF-8 is a **variable length** character encoding
 - The first 128 characters (US-ASCII) need one byte
 - The next 1,920 characters need two bytes, which covers the remainder of almost all Latin-script alphabets, ... up to 4 bytes
- **You may not index a string directly**; Rust stops you
 - You could end up in the middle of a character!

```
let s1 = String::from("hello");  
let h = s1[0]; // rejected
```

Slice: Shared Data, Separate Metadata

- What we want is to have both strings **share the same underlying data**
- Happily, Rust's containers permit a way to reference a **portion of an object's contents**
 - These are called **slices**

String s

name	value
ptr	
len	11
capacity	11

String slice
world

name	value
ptr	
len	5

index	value
0	h
1	e
2	l
3	l
4	o
5	
6	w
7	o
8	r
9	l
10	d

String Slices in Rust

- If `s` is a `String`, then `&s[range]` is a **string slice**, where *range* can be as follows
 - `i..j` is the range from `i` to `j`, inclusive
 - `i..` is the range from `i` to the current length
 - `..j` is the range from `0` to `j`
 - `..` is the range from `0` to the current length
- **&str** is the type of a `String` slice

String Slice Example

- Here's `first_word` in Rust, using slices:

```
pub fn first_word (s: &String) -> &str {  
    for (i, item) in s.char_indices() {  
        if item == ' ' {  
            return &s[0..i];  
        }  
    }  
    s.as_str()  
}
```

- If we used `s.as_bytes()` we could end up examining one byte of a multi-byte character, due to the UTF-8 encoding

String Slices and Ownership

- A `&str` slice **borrows** from the original string
 - Just like an **immutable `String`** reference
 - This **prevents dangling pointers**

```
let mut s = String::from("hello world");  
let word = first_word(&s); //borrow  
s.clear(); // Error! Can't take mut ref
```

- Recall borrowing rules:
 - Multiple immutable refs, or
 - Only one mutable ref (no immut ones)

```
let b = &s[..];  
let c = &s[..];  
print!("{}", b, c);
```

```
let b = &mut s[..];  
let c = &mut s[..]; //error  
print!("{}", b, c);
```


Quiz 1: What is the output?

```
let s = String::from("Rust is fun!");  
let h = &s[0..4];  
println! ("{}",h);
```

- A. Rust
- B. is
- C. fun!
- D. Type Error

Quiz 1: What is the output?

```
let s = String::from("Rust is fun!");  
let h = &s[0..4];  
println! ("{}",h);
```

- A. Rust
- B. is
- C. fun!
- D. Type Error

String Slices are (should be) the Default

- String literals are slices

```
let s:&str = "hello world";
```

- Variable `s` is *not* the owner of this string data
 - the compiler establishes a static owner to permit free immutable sharing
 - **Strings** *do* own their data; useful if you want to modify it
-
- Should use slices where possible
 - E.g., earlier example: `fn first_word(s:&str) -> &str`
 - Can convert `String s` to a slice via `&s[..]`. Oftentimes, this coercion is done automatically (due to `Deref` trait)

Quiz 2: What is the output?

```
let mut s1 = String::from("Hello");  
let s2 = " World";  
s1.push_str(s2);  
print!("{}", s2);
```

- A. World
- B. Hello World
- C. Error because s2 transferred the ownership

Quiz 2: What is the output?

```
let mut s1 = String::from("Hello");  
let s2 = " World";  
s1.push_str(s2);  
print!("{}", s2);
```

- A. **World.** `push_str()` function does not take the ownership of the parameter
- B. Hello World
- C. Error because s2 transferred the ownership

Quiz 3: What is the output?

```
let s1 = String::from("CMSC");
let s3; //deferred init
{
    let s2 = String::from("330");
    s3 = s1+&s2;
}
print!("{}",s3);
print!("{}",s1);
```

- A. CMSC330
- B. CMSC
- C. CMSC330CMSC
- D. Error.

Quiz 3: What is the output?

```
let s1 = String::from("CMSC");
let s3; //deferred init
{
    let s2 = String::from("330");
    s3 = s1+&s2;
}
print!("{}",s3);
print!("{}",s1);
```

- A. CMSC330
- B. CMSC
- C. CMSC330CMSC
- D. Error. s1 lost ownership

Vectors: Basics

- `Vec<T>` in Rust is `ArrayList<T>` in Java

```
{ let mut v:Vec<i32> = Vec::new();  
  v.push(1); // adds 1 to v  
  v.push("hi"); //error - v contains i32s  
  let w = vec![1, 2, 3]; //vec! is a macro  
} // v,w and their elements dropped
```

- Indexing can fail (**panic**) or **return an Option**

```
let v = vec![1, 2, 3, 4, 5];  
let third:&i32 = &v[2]; //panics if OOB  
let third:Option<&i32> = v.get(2); //None if OOB
```

<https://doc.rust-lang.org/book/second-edition/ch08-01-vectors.html>

Aside: Options

- `Option<T>` is an **enumerated type**, like an OCaml variant
 - `Some (v)` and `None` are possible values

```
let v = vec![1, 2, 3, 4, 5];
let third: Option<i32> = v.get(2);
let z =
    match third {
        Some(i) => Some(i+1), //matches here
        None => None
    };
```

- We'll see more about enumerated types later
 - For now, follow your nose

Vectors: Updates and Iteration

```
let mut a = vec![10, 20, 30, 40, 50];  
{ let p = &mut a[1]; //mutable borrow  
  *p = 2; //updates a[1]  
} //ownership restored  
println!("vector contains {:?}", &a);
```

- If we remove the `{ }` block around the def of `p`, above, then the code fails
 - Not allowed to print via `a` while mutable borrow `p` is out
- Iterator variable can be mutable or immutable:

```
let mut v = vec![100, 32, 57];  
for i in &v { println!("{}", i); }  
for i in &mut v { *i += 50; }
```

Vector and Strings

- Like `Strings`, **vectors can have slices**

```
let a = vec! [10, 20, 30, 40, 50];  
let b = &a[1..3]; // [20, 30]  
let c = &b[1];    // 30  
println! ("{}", c); // prints 30
```

- `Strings` implemented internally as a `Vec<u8>`
 - But: don't mess with the byte-level representation of UTF-8 strings.

HashMaps

- `HashMap<K, V>` has the expected methods (roughly – see manual for gory details)
 - `new` : `()` → `HashMap<K, V>`
 - `insert` : `(K, V)` → `Option<V>`
 - `get` : `(&K)` → `Option<&V>`
- See also
 - `get_mut`, `entry`, and `or_insert`

<https://doc.rust-lang.org/book/second-edition/ch08-03-hash-maps.html>

<https://doc.rust-lang.org/std/collections/struct.HashMap.html>

Quiz 4: What is the output?

```
use std::collections::HashMap;

fn main() {
    let mut h = HashMap::new();
    h.insert("Alice", "1");
    h.insert("Bob", "2");
    match h.get(&"Alice") {
        Some(&id) => println!("Alice:{}", id),
        _ => println!("Not Found"),
    }
}
```

- A. Alice:1
- B. Not Found
- C. Error

Quiz 4: What is the output?

```
use std::collections::HashMap;

fn main() {
    let mut h = HashMap::new();
    h.insert("Alice", "1");
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}
```

- A. Alice:1
- B. Not Found
- C. Error