Project #1

Let's use Rust to make an activity generator

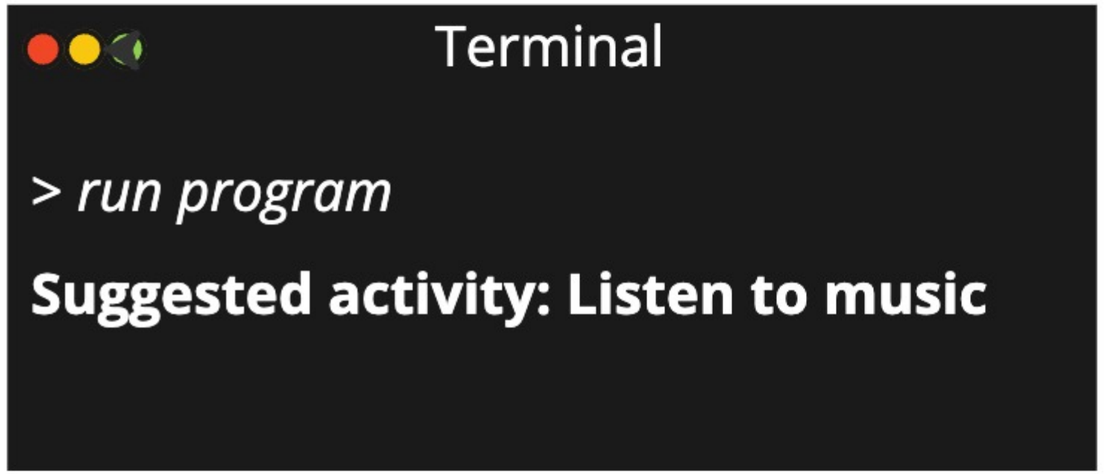
User runs our program

↓

We pick a random activity from a list

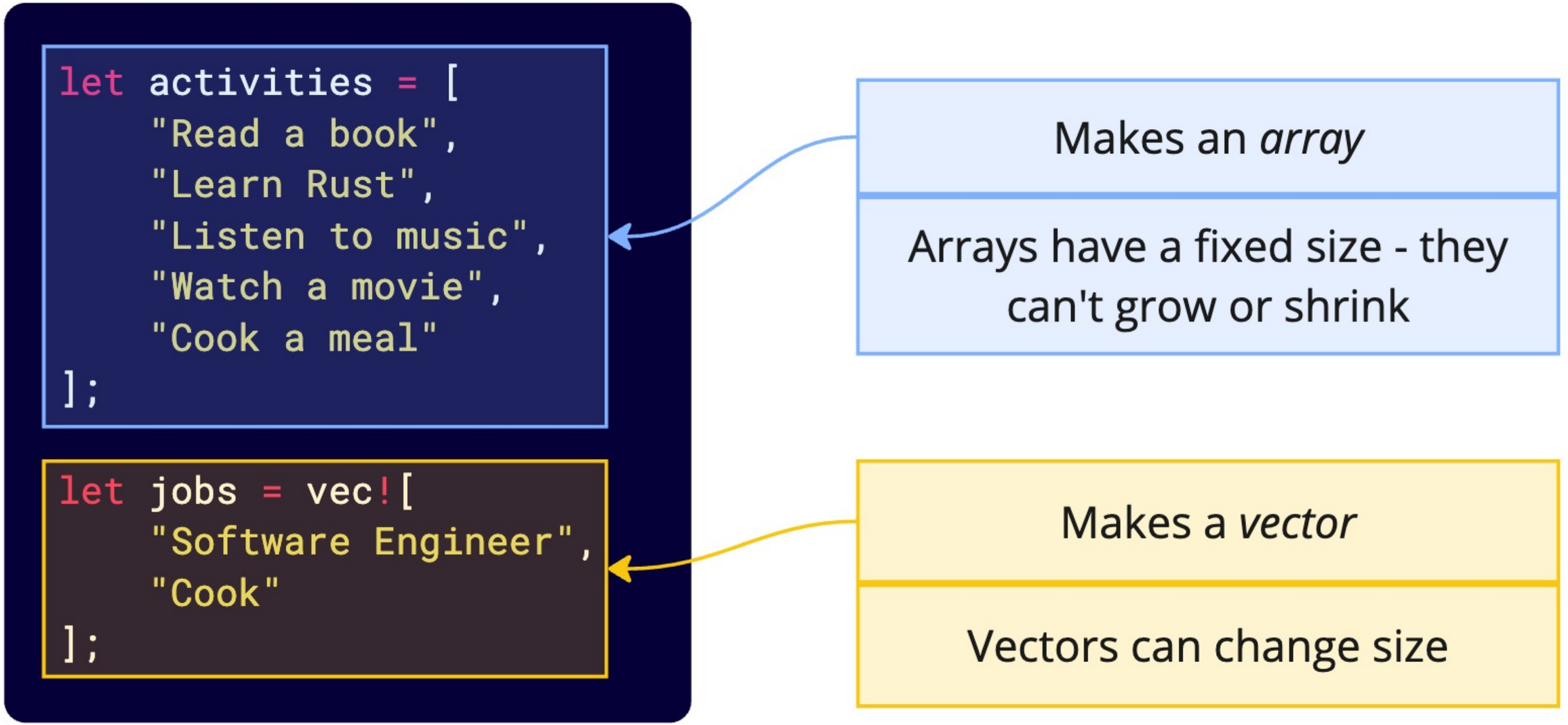
↓

Print the randomly picked activity



play.rust-lang.org

Online editor, we'll do everything locally after this project


let activities = [
"Read a book",
"Learn Rust",
"Listen to music",
"Watch a movie",
"Cook a meal"
];
let jobs = vec![
"Software Engineer",
"Cook"
];
Makes an *array*
Arrays have a fixed size - they can't grow or shrink
Makes a *vector*
Vectors can change size

We need to generate a random number

We could try to figure out how to do this from scratch

We could use some code written by someone else

Code is shared between projects using crates

Packages == Crates

Included with every Rust project

Standard Library Crate

External Crates

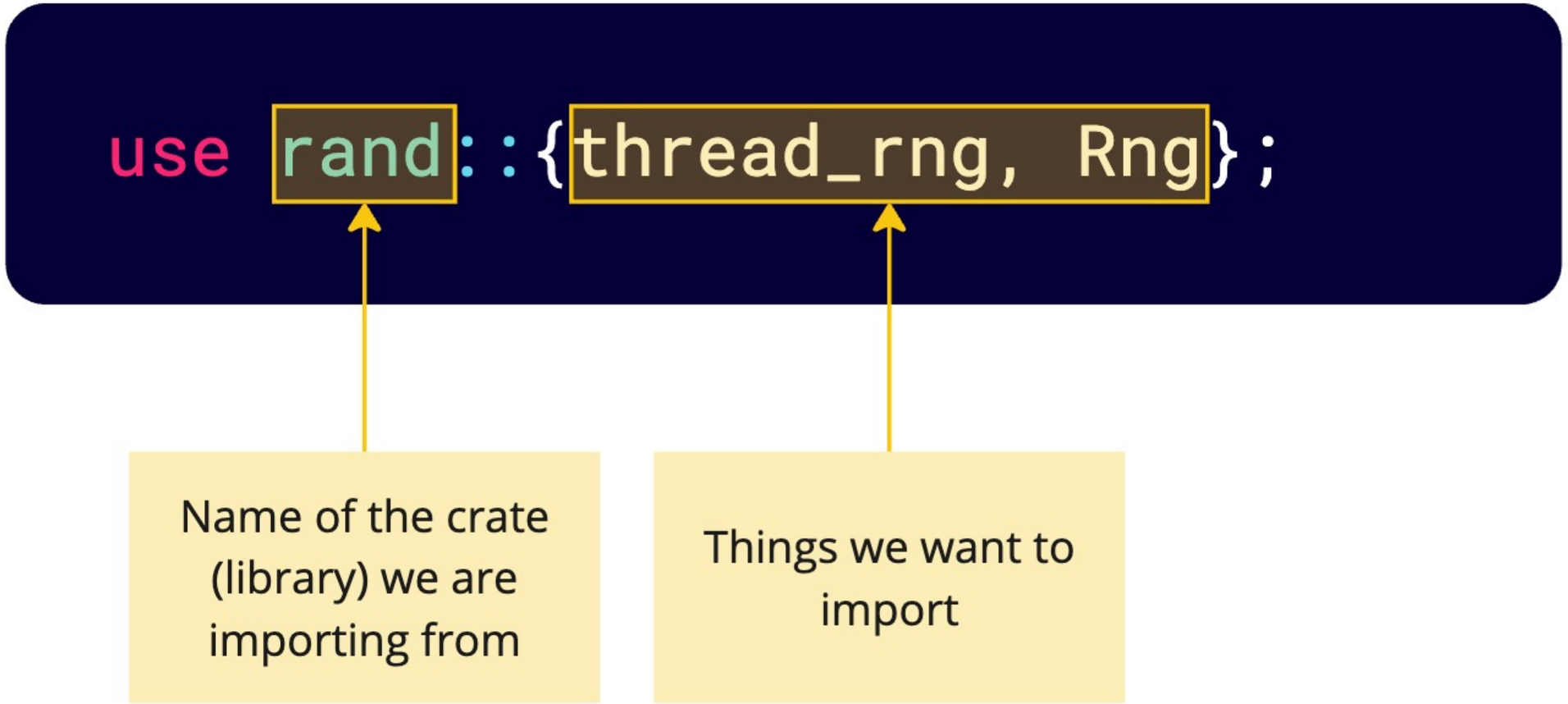
Written by other engineers, have to be installed into our project

Docs for the standard library

doc.rust-lang.org/std

Docs for third-party crates

docs.rs


use rand::{thread_rng, Rng};
Name of the crate (library) we are importing from
Things we want to import