

# Rust

**Why it might be worth a look**

## **Presenters**

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# TOC

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# Motivation

We would like you to have a look at Rust and consider it for your next project instead of (especially but no limited) C / C++.

Rust has great potential for all fields, where correctness and speed are key goals.

Many people would like to program in Rust, see:

<https://insights.stackoverflow.com/survey/2021#most-loved-dreaded-and-wanted-language-love-dread>

# When to use Rust

- Runtime Performance
- Low memory overhead
- Parallelism
- Zero Cost Abstractions
- If you need fast **and** correct memory handling
  - C++: fast, but hard to manage (look into Nicos Talk about move semantics)  
[https://www.youtube.com/watch?v=PNRju6\\_yn3o](https://www.youtube.com/watch?v=PNRju6_yn3o)
  - Java: Garbage collected, easy but sometime hard to predict

*Whenever C++ was the choice, but i need memory safety and correctness.*

# Getting started

- rustup -> A rust toolchain / tool management tool
  - install platform and cross compilers (c++ apt / python apt)
- cargo -> build tool
  - create project
  - build project
  - test project
- rustc -> your compiler
  - c++ g++, clang, msvc, intel / python 2.7 / 3.x

## BATTERIES INCLUDED

- Dependency Management
  - Cargo has a complete dependency management with a central registry
  - All crates on [crates.io](https://crates.io) is also used for testing new rust releases
- rustdoc
  - C++ doxygen + breath + Sphinx / python: Sphinx
  - Code inside Doc is tested too
- rustfmt -> auto format your code
  - C++ clang-format, IDE / python: black,...
- clippy -> additional lints
  - C++ clang-tidy, cppcheck / python: pep8, pylint
- rustrls -> brings autocompletion and code navigation to your IDE

# Highlights 1

## enum

Variables can be embedded into enums

```
enum Color {  
    None,  
    Gray(u8),  
    Color(u8, u8, u8),  
}
```

## tuples

```
let (ret1, ret2) = function();  
  
fn function -> (u8, u8) {  
    (12, 34)  
}
```

# Highlights 2

## match (switch on steroids)

```
match (x, y) {  
  (1, 1) => println!("both one"),  
  (1, a) if a % 2 == 0 => println!("first parameter one, second even"),  
  (1, _) => println!("first parameter one"),  
  (_, _) => println!("everything else"),  
}
```

## Result type

```
fn ex_result(fail: bool) -> Result<u8, String> {  
  if fail {  
    return Err("xxx".to_string());  
  }  
  Ok(7)  
}
```



# Language Integration

- You can use C and C++ libraries from rust. There is also a integration to build C / C++ libraries with Cargo
- You can use rust libraries from Python, C and C++ and everything that can use a C library (using the C calling conventions)
- The integration of Rust for Linux Kernel Driver Development has started

Some Python libs are already written in Rust, i.e. cryptography.

## IDE support

- vscode (we have already seen some examples)
- All kinds of Editors have Rust support (vim, sublime)
- Many IDE integration (CLion, IntelliJ, PyCharm, Eclipse, ... )

# Learning Material I

## Books

- The Rust Book <https://doc.rust-lang.org/book/>  
In print: <https://nostarch.com/Rust2018>
- Rust for Rustaceans <https://rust-for-rustaceans.com>

## Documentation

- Rust Standard Library Documentation <https://doc.rust-lang.org/std/>
- Official overview of Rust learning material <https://www.rust-lang.org/learn>
- Rust cheat sheets <https://cheats.rs/>

# Learning Material II

## Talks / Videos

- A firehose of Rust  
<https://www.youtube.com/watch?v=IPmRDS0OSxM>
- A firehose of Rust (extended)  
<https://www.youtube.com/watch?v=FSyfZVuD32Y>
- Some more advanced talks and live coding sessions  
<https://www.youtube.com/c/JonGjengset>
- Introducing Rust features  
<https://www.youtube.com/c/LetsGetRusty>

# Learning Material III

## Community

- Short tour of Rust  
<https://tourofrust.com/>
- Weekly Rust Newsletter  
<https://this-week-in-rust.org/>
- Rust playground (run snippets)  
<https://play.rust-lang.org/>
- Rust discord

# Learning Material IV

## Other

- Many commandline tools are rewritten in Rust  
<https://zaiste.net/posts/shell-commands-rust/>
- Use Rust from Python:  
<https://github.com/PyO3/pyo3>  
<https://dygalo.dev/blog/rust-for-a-pythonista-3/>
- Compiler Explorer for Rust (see Assembly from the compiler)  
<https://rust.godbolt.org/>

# Infos/Questions

presentation can be found on <https://codeberg.org/uwearzt/rust-presentation.git>

Ferris