

Foreword

It wasn't always so clear, but the Rust program *empowerment*: no matter what kind of code you to reach farther, to program with confidence in did before.

Take, for example, “systems-level” work that deal management, data representation, and concurrent programming is seen as arcane, accessible only necessary years learning to avoid its infamous p do so with caution, lest their code be open to ex

Rust breaks down these barriers by eliminating friendly, polished set of tools to help you along t “dip down” into lower-level control can do so wit customary risk of crashes or security holes, and points of a fickle toolchain. Better yet, the langua towards reliable code that is efficient in terms of

Programmers who are already working with low ambitions. For example, introducing parallelism operation: the compiler will catch the classical m more aggressive optimizations in your code with accidentally introduce crashes or vulnerabilities.

But Rust isn't limited to low-level systems progr ergonomic enough to make CLI apps, web serve quite pleasant to write — you'll find simple exam Working with Rust allows you to build skills that you can learn Rust by writing a web app, then a Raspberry Pi.

This book fully embraces the potential of Rust to approachable text intended to help you level up also your reach and confidence as a programme learn—and welcome to the Rust community!

— Nicholas Matsakis and Aaron Turon

Introduction

Note: This edition of the book is the same as the print edition, which is available in print and ebook format from [No Starch Press](#).

Welcome to *The Rust Programming Language*, an in-depth guide to the Rust programming language. Rust helps you write fast, safe, and ergonomic code. Performance, ergonomics, and low-level control are often at odds in other languages, but Rust challenges that conflict. Through balancing great developer experience, Rust gives you the control of a lower-level language (such as memory usage) without all the hassle of manual control.

Who Rust Is For

Rust is ideal for many people for a variety of reasons. It is particularly important for several groups.

Teams of Developers

Rust is proving to be a productive tool for collaborative development. Teams of developers with varying levels of systems programming experience are prone to a variety of subtle bugs, which in most cases are caught only through extensive testing and careful code review. Rust's compiler plays a gatekeeper role by refusing to compile code that contains bugs, including concurrency bugs. By working at a higher level, developers spend their time focusing on the program's logic rather than the details of the hardware.

Rust also brings contemporary developer tools to the table.

- Cargo, the included dependency manager, handles downloading, compiling, and managing dependencies packages in the Rust ecosystem.
- Rustfmt ensures a consistent coding style across projects.
- The Rust Language Server powers Integrated Development Environments (IDEs) with integration for code completion and inline documentation.

By using these and other tools in the Rust ecosystem, developers can write systems-level code while maintaining a high level of productivity.

This book assumes that you've written code in a language that doesn't make any assumptions about which one is the most broadly accessible to those from a wide variety of backgrounds. We don't spend a lot of time talking about what programming is. If you're entirely new to programming, you would want to read a book that specifically provides an introduction to programming.

How to Use This Book

In general, this book assumes that you're reading it from start to finish. Later chapters build on concepts in earlier chapters. Some chapters delve into details on a topic; we typically revisit those topics later.

You'll find two kinds of chapters in this book: concept chapters and project chapters. In concept chapters, you'll learn about an aspect of Rust. In project chapters, we build small programs together, applying what you've learned. Chapters 1 and 20 are project chapters; the rest are concept chapters.

Chapter 1 explains how to install Rust, how to write a simple program, and how to use Cargo, Rust's package manager and build system. Chapter 2 is an introduction to the Rust language. Here we cover the basics of Rust. Later chapters will provide additional detail. If you want to learn more about Rust, Chapter 2 is the place for that. At first, you might think that Chapter 2 covers Rust features similar to those of other programming languages. It's straight to Chapter 4 to learn about Rust's ownership system. If you're a particularly meticulous learner who prefers to learn the details, you might want to skip Chapter 2 and go straight to Chapter 4. Chapter 2 when you'd like to work on a project and learn about Rust's features.

Chapter 5 discusses structs and methods, and Chapter 6 discusses expressions, and the `if let` control flow construct. Chapter 7 shows how to make custom types in Rust.

In Chapter 7, you'll learn about Rust's module system and how to organize your code and its public interface. Chapter 8 discusses some common collection data structures that Rust provides, such as vectors, strings, and hash maps. Chapter 9 discusses the borrowing and handling philosophy and techniques.

Chapter 10 digs into generics, traits, and lifetime annotations. Chapter 11 discusses Rust's safety guarantees and how to ensure they are met. Chapter 12, we'll build our own implementation of a data structure.

`grep` command line tool that searches for text in files. We'll also cover the concepts we discussed in the previous chapter.

Chapter 13 explores closures and iterators: features that are common to functional programming languages. In Chapter 14, we'll talk about best practices for sharing your libraries. Chapter 15 discusses smart pointers that the standard library provides and their functionality.

In Chapter 16, we'll walk through different modes of concurrency. We'll talk about how Rust helps you to program in multithreaded ways. We'll look at how Rust idioms compare to object-oriented programming that you might be familiar with.

Chapter 18 is a reference on patterns and patterns of expressing ideas throughout Rust programs. It covers a variety of advanced topics of interest, including unsafe code, pointer types, functions, and closures.

In Chapter 20, we'll complete a project in which we'll build a multithreaded web server!

Finally, some appendixes contain useful information in a reference-like format. Appendix A covers Rust's operators and symbols, Appendix C covers derived types, Appendix D covers the standard library, and Appendix D covers macros.

There is no wrong way to read this book: if you want to skip ahead, you might have to jump back to earlier chapters if you need to review something. Whatever works for you.

An important part of the process of learning Rust is understanding the messages the compiler displays: these will guide you through the process. We'll provide many examples of code that doesn't compile, and we'll show you the message the compiler will show you in each situation. If you see a random example, it may not compile! Make sure you understand the message. We'll lead you to the correct version of any code that we show.

Source Code

The source files from which this book is generated are available on GitHub.

Getting Started

Let's start your Rust journey! There's a lot to learn somewhere. In this chapter, we'll discuss:

- Installing Rust on Linux, macOS, and Windows
- Writing a program that prints `Hello, world!`
- Using `cargo`, Rust's package manager and build system

Installation

The first step is to install Rust. We'll download `rustup`, a tool for managing Rust versions and associated toolchains. We'll also provide a direct connection for the download.

Note: If you prefer not to use `rustup` for some reason, see the [installation page](#) for other options.

The following steps install the latest stable version of Rust. Rust's stability guarantees ensure that all the examples in this book will continue to compile with newer Rust versions. There are differences between versions, because Rust often improves over time. In other words, any newer, stable version of Rust you install will work as expected with the content of this book.

Command Line Notation

In this chapter and throughout the book, we'll use a notation for the terminal. Lines that you should enter in the terminal need to start with the `$` character; it indicates that the line is a command that you need to type. Lines that don't start with `$` typically show the output of a command. Additionally, PowerShell-specific examples will be marked with `>`.

Installing `rustup` on Linux or macOS

If you're using Linux or macOS, open a terminal

```
$ curl https://sh.rustup.rs -sSf | sh
```

The command downloads a script and starts the which installs the latest stable version of Rust. You password. If the install is successful, the following

```
Rust is installed now. Great!
```

If you prefer, feel free to download the script and

The installation script automatically adds Rust to login. If you want to start using Rust right away i run the following command in your shell to add

```
$ source $HOME/.cargo/env
```

Alternatively, you can add the following line to your

```
$ export PATH="$HOME/.cargo/bin:$PATH"
```

Additionally, you'll need a linker of some kind. It when you try to compile a Rust program and get not execute, that means a linker isn't installed or install one manually. C compilers usually come with platform's documentation for how to install a C compiler. packages depend on C code and will need a C compiler installing one now.

Installing `rustup` on Windows

On Windows, go to <https://www.rust-lang.org/in> for installing Rust. At some point in the installation explaining that you'll also need the C++ build tools. The easiest way to acquire the build tools is to install The tools are in the Other Tools and Framework

The rest of this book uses commands that work there are specific differences, we'll explain which

Updating and Uninstalling

After you've installed Rust via `rustup`, updating your shell, run the following update script:

```
$ rustup update
```

To uninstall Rust and `rustup`, run the following

```
$ rustup self uninstall
```

Troubleshooting

To check whether you have Rust installed correc

```
$ rustc --version
```

You should see the version number, commit has stable version that has been released in the foll

```
rustc x.y.z (abcabcabc yyyy-mm-dd)
```

If you see this information, you have installed Ru information and you're on Windows, check that variable. If that's all correct and Rust still isn't wo you can get help. The easiest is [the #rust IRC ch](#) can access through [Mibbit](#). At that address you c nickname we call ourselves) who can help you o [Users forum](#) and [Stack Overflow](#).

Local Documentation

The installer also includes a copy of the docume offline. Run `rustup doc` to open the local docur

Any time a type or function is provided by the st what it does or how to use it, use the applicator documentation to find out!

Hello, World!

Now that you've installed Rust, let's write your first program. Learning a new language to write a little program that prints "Hello, world!" to the screen, so we'll do the same here!

Note: This book assumes basic familiarity with Rust. If you have no specific demands about your editing or tooling, or if you prefer to use an integrated development environment, feel free to use your favorite IDE. If you're on the command line, feel free to use your favorite shell. The degree of Rust support; check the IDE's documentation. The Rust team has been focusing on enabling great IDE support, and it has been made rapidly on that front!

Creating a Project Directory

You'll start by making a directory to store your Rust code. Where your code lives, but for the exercises and examples, we'll make a *projects* directory in your home directory.

Open a terminal and enter the following commands to create a directory for the Hello, world! project within the home directory:

For Linux and macOS, enter this:

```
$ mkdir ~/projects
$ cd ~/projects
$ mkdir hello_world
$ cd hello_world
```

For Windows CMD, enter this:

```
> mkdir "%USERPROFILE%\projects"
> cd /d "%USERPROFILE%\projects"
> mkdir hello_world
> cd hello_world
```

For Windows PowerShell, enter this:

```
> mkdir $env:USERPROFILE\projects
> cd $env:USERPROFILE\projects
> mkdir hello_world
> cd hello_world
```

Writing and Running a Rust Program

Next, make a new source file and call it *main.rs*. extension. If you're using more than one word in the filename, separate them with an underscore. For example, use *hello_world.rs*.

Now open the *main.rs* file you just created and edit it.

Filename: main.rs

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

Listing 1-1: A program that prints *Hello, world!*

Save the file and go back to your terminal window. Run the following commands to compile and run the file:

```
$ rustc main.rs  
$ ./main  
Hello, world!
```

On Windows, enter the command `.\main.exe` instead of `./main`.

```
> rustc main.rs  
> .\main.exe  
Hello, world!
```

Regardless of your operating system, the string `println!` prints to the terminal. If you don't see this output, refer back to the [Installation](#) section for ways to get help.

If `Hello, world!` did print, congratulations! You've just written your first Rust program. That makes you a Rust programmer—welcome!

Anatomy of a Rust Program

Let's review in detail what just happened in your first piece of the puzzle:

```
fn main() {  
  
}
```