RUST CHEAT SHEET

version 2.0.2

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https://youtube.com/LetsGetRusty

BASIC TYPES & VARIABLES

bool - Boolean

Unsigned integers
u8, u16, u32, u64, u128

Signed integers
i8, i16, i32, i64, i128

Floating point numbers
f32, f64

Platform specific integers
usize - Unsigned integer. Same number of bits as the platform's pointer type.

isize - Signed integer. Same number of bits as the platform's pointer type.

char - Unicode scalar value
&str - String slice
String - Owned string

Tuple

```
let coordinates = (82, 64);
let score = ("Team A", 12)
```

Array & Slice

```
// Arrays must have a known length and all
elements must be initialized
let array = [1, 2, 3, 4, 5];
let array2 = [0; 3]; // [0, 0, 0]

// Unlike arrays the length of a slice is
determined at runtime
let slice = &array[1 .. 3];
```

HashMap

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

let mut subs = HashMap::new();
subs.insert(String::from("LGR"), 100000);
// Insert key if it doesn't have a value
subs.entry("Let's Get Rusty".to_owned())
.or_insert(3);
```

Struct

```
// Definition
struct User {
    username: String,
    active: bool,
}

// Instantiation
let user1 = User {
    username: String::from("bogdan"),
    active: true,
};

// Tuple struct
struct Color(i32, i32, i32);
let black = Color(0, 0, 0);
```

Enum

```
// Definition
enum Command {
    Quit,
    Move { x: i32, y: i32 },
    Speak(String),
    ChangeBGColor(i32, i32, i32),
}

// Instantiation
let msg1 = Command::Quit;
let msg2 = Command::Move{ x: 1, y: 2 };
let msg3 = Command::Speak("Hi".to_owned());
let msg4 = Command::ChangeBGColor(0, 0, 0);
```

Constant

```
const MAX_POINTS: u32 = 100_000;
```

Static Variable

```
// Unlike constants static variables are
// stored in a dedicated memory location
// and can be mutated.
static MAJOR_VERSION: u32 = 1;
static mut COUNTER: u32 = 0;
```

Mutability

```
let mut x = 5;
x = 6;
```

Shadowing

```
let x = 5;
let x = x * 2;
```

Type alias

```
// `NanoSecond` is a new name for `u64`.
type NanoSecond = u64;
```

CONTROL FLOW

if & if let

```
let num = Some(22);
if num.is_some() {
    println!("number is: {}", num.unwrap());
}

// match pattern and assign variable
if let Some(i) = num {
    println!("number is: {}", i);
}
```

loop

```
let mut count = 0;
loop {
    count += 1;
    if count == 5 {
        break; // Exit loop
    }
}
```

Nested loops & labels

```
'outer: loop {
    'inner: loop {
        // This breaks the inner loop
        break;

        // This breaks the outer loop
        break 'outer;
    }
}
```

Returning from loops

```
let mut counter = 0;

let result = loop {
    counter += 1;

    if counter == 10 {
        break counter;
    }
};
```

while & while let

```
while n < 101 {
    n += 1;
}

let mut optional = Some(0);

while let Some(i) = optional
{
    print!("{}", i);
}
```

for loop

```
for n in 1..101 {
  println!("{}", n);
}

let names = vec!["Bogdan", "Wallace"];

for name in names.iter() {
    println!("{}", name);
}
```

match

```
let optional = Some(0);

match optional {
    Some(i) => println!("{}", i),
    None => println!("No value.")
}
```

REFERENCES, OWNERSHIP & BORROWING

Ownership rules

1. Each value in Rust has a variable that's called its owner.
2. There can only be one owner at a time.
3. When the owner goes out of scope, the value will be dropped.

Borrowing rules

1. At any given time, you can have *either* one mutable reference or any number of immutable references.
2. References must always be valid.

Creating references

```
let s1 = String::from("hello world!");
let s1_ref = &s1; // immutable reference

let mut s2 = String::from("hello");
let s2_ref = &mut s2; // mutable reference

s2_ref.push_str(" world!");
```

Copy, Move & Clone

```
// Simple values which implement the Copy
trait are copied by value
let x = 5;
let y = x;

println!("{}", x); // x is still valid

// The string is moved to s2 and s1 is
invalidated
let s1 = String::from("Let's Get Rusty!");
let s2 = s1; // Shallow copy a.k.a move

println!("{}", s1); // Error: s1 is invalid

let s1 = String::from("Let's Get Rusty!");
let s2 = s1.clone(); // Deep copy

// Valid because s1 isn't moved
println!("{}", s1);
```

Ownership & functions

```
fn main() {
    let x = 5;
    takes_copy(x); // x is copied by value

    let s = String::from("Let's Get Rusty!");
    // s is moved into the function
    takes_ownership(s);

    // return value is moved into s1
    let s1 = gives_ownership();

    let s2 = String::from("LGR");
    let s3 = takes_and_gives_back(s2);
}

fn takes_copy(some_integer: i32) {
    println!("{}", some_integer);
}

fn takes_ownership(some_string: String) {
    println!("{}", some_string);
} // some_string goes out of scope and drop
is called. The backing memory is freed.

fn gives_ownership() -> String {
    let some_string = String::from("LGR");
    some_string
}

fn takes_and_gives_back(some_string: String)
  -> String {
    some_string
}
```

PATTERN MATCHING

Basics

```
let x = 5;

match x {
    // matching literals
    1 => println!("one"),
    // matching multiple patterns
    2 | 3 => println!("two or three"),
    // matching ranges
    4..=9 => println!("within range"),
    // matching named variables
    x => println!("{}", x),
    // default case (ignores value)
    _ => println!("default Case")
}
```

Destructuring

```
struct Point {
    x: i32,
    y: i32,
}

let p = Point { x: 0, y: 7 };

match p {
    Point { x, y: 0 } => {
        println!("{}" , x);
    },
    Point { x, y } => {
        println!("{} {}" , x, y);
    },
}

enum Shape {
    Rectangle { width: i32, height: i32 },
    Circle(i32),
}

let shape = Shape::Circle(10);

match shape {
    Shape::Rectangle { x, y } => //...
    Shape::Circle(radius) => //...
}
```

Ignoring values

```
struct SemVer(i32, i32, i32);

let version = SemVer(1, 32, 2);

match version {
    SemVer(major, _, _) => {
        println!("{}", major);
    }
}

let numbers = (2, 4, 8, 16, 32);

match numbers {
    (first, .., last) => {
        println!("{}, {}", first, last);
    }
}
```

Match guards

```
let num = Some(4);

match num {
    Some(x) if x < 5 => println!("less than five: {}", x),
    Some(x) => println!("{}", x),
    None => (),
}
```

@ bindings

```
struct User {
    id: i32
}

let user = User { id: 5 };

match user {
    User {
        id: id_variable @ 3..=7,
    } => println!("id: {}", id_variable),
    User { id: 10..=12 } => {
        println!("within range");
    },
    User { id } => println!("id: {}", id),
}
```

ITERATORS

Usage

```
// Methods that consume iterators
let v1 = vec![1, 2, 3];
let v1_iter = v1.iter();
let total: i32 = v1_iter.sum();

// Methods that produce new iterators
let v1: Vec<i32> = vec![1, 2, 3];
let iter = v1.iter().map(|x| x + 1);

// Turning iterators into a collection
let v1: Vec<i32> = vec![1, 2, 3];
let v2: Vec<_> = v1.iter().map(|x| x + 1).collect();
```

Implementing the Iterator trait

```
struct Counter {
    count: u32,
}

impl Counter {
    fn new() -> Counter {
        Counter { count: 0 }
    }
}

impl Iterator for Counter {
    type Item = u32;

    fn next(&mut self) -> Option<Self::Item> {
        if self.count < 5 {
            self.count += 1;
            Some(self.count)
        } else {
            None
        }
    }
}
```

ERROR HANDLING

Throw unrecoverable error

```
panic!("Critical error! Exiting!");
```

Option enum

```
fn get_user_id(name: &str) -> Option<u32> {
    if database.user_exists(name) {
        return Some(database.get_id(name))
    }
    None
}
```

Result enum

```
fn get_user(id: u32) -> Result<User, Error> {
    if is_logged_in_as(id) {
        return Ok(get_user_object(id))
    }

    Err(Error { msg: "not logged in" })
}
```

? operator

```
fn get_salary(db: Database, id: i32) -> Option<u32> {
    Some(db.get_user(id)?.get_job()?.salary)
}

fn connect(db: Database) -> Result<Connection, Error> {
    let conn =
      db.get_active_instance()?.connect()?;
    Ok(conn)
}
```

COMBINATORS

.map

```
let some_string = Some("LGR".to_owned());

let some_len = some_string.map(|s| s.len());

struct Error { msg: String }
struct User { name: String }

let string_result: Result<String, Error> =
Ok("Bogdan".to_owned());

let user_result: Result<User, Error> =
    string_result.map(|name| {
        User { name }
    });
```

.and_then

```
let vec = Some(vec![1, 2, 3]);
let first_element = vec.and_then(
    |vec| vec.into_iter().next()
);

let string_result: Result<&'static str, _>
= Ok("5");
let number_result =
    string_result
    and_then(|s| s.parse::<u32>());
```

MULTIPLE ERROR TYPES

Define custom error type

```
type Result<T> = std::result::Result<T, CustomError>;

#[derive(Debug, Clone)]
struct CustomError;

impl fmt::Display for CustomError {
    fn fmt(&self, f: &mut fmt::Formatter) -> fmt::Result {
        write!(f, "custom error message")
    }
}
```

Boxing errors

```
use std::error;

type Result<T> =
    std::result::Result<T, Box<dyn error::Error>>;
```

ITERATING OVER ERRORS

Ignore failed items with filter_map()

```
let strings = vec!["LGR", "22", "7"];
let numbers: Vec<_> = strings
    .into_iter()
    .filter_map(|s| s.parse::<i32>().ok())
    .collect();
```

Fail the entire operation with collect()

```
let strings = vec!["LGR", "22", "7"];

let numbers: Result<Vec<_>, _> = strings
    .into_iter()
    .map(|s| s.parse::<i32>())
    .collect();
```

Collect all valid values & failures with partition()

```
let strings = vec!["LGR", "22", "7"];

let (numbers, errors): (Vec<_>, Vec<_>) = strings
    .into_iter()
    .map(|s| s.parse::<i32>())
    .partition(Result::is_ok);

let numbers: Vec<_> = numbers
    .into_iter()
    .map(Result::unwrap)
    .collect();

let errors: Vec<_> = errors
    .into_iter()
    .map(Result::unwrap_err)
    .collect();
```

GENERICS, TRAITS & LIFETIMES

Using generics

```
struct Point<T, U> {
    x: T,
    y: U,
}

impl<T, U> Point<T, U> {
    fn mixup<V, W>(self, other: Point<V, W>)
    -> Point<T, W> {
        Point {
            x: self.x,
            y: other.y,
        }
    }
}
```

Defining traits

```
trait Animal {
    fn new(name: &'static str) -> Self;
    fn noise(&self) -> &'static str { "" }
}

struct Dog { name: &'static str }

impl Dog {
    fn fetch() { // ... }
}

impl Animal for Dog {
    fn new(name: &'static str) -> Dog {
        Dog { name: name }
    }

    fn noise(&self) -> &'static str {
        "woof!"
    }
}
```

Default implementations with Derive

```
// A tuple struct that can be printed
#[derive(Debug)]
struct Inches(i32);
```

Trait bounds

```
fn largest<T: PartialOrd + Copy>(list: &[T]) -> T {
    let mut largest = list[0];

    for &item in list {
        if item > largest {
            largest = item;
        }
    }

    largest
}
```

impl trait

```
fn make_adder_function(y: i32) -> impl Fn(i32) -> i32 {
    let closure = move |x: i32| { x + y };
    closure
}
```

Trait objects

```
pub struct Screen {
    pub components: Vec<Box<dyn Draw>>,
}
```

Operator overloading

```
use std::ops::Add;

#[derive(Debug, Copy, Clone, PartialEq)]
struct Point {
    x: i32,
    y: i32,
}

impl Add for Point {
    type Output = Point;

    fn add(self, other: Point) -> Point {
        Point {
            x: self.x + other.x,
            y: self.y + other.y,
        }
    }
}
```

Supertraits

```
use std::fmt;

trait Log: fmt::Display {
    fn log(&self) {
        let output = self.to_string();
        println!("Logging: {}", output);
    }
}
```

Lifetimes in function signatures

```
fn longest<'a>(x: &'a str, y: &'a str) -> &'a str {
    if x.len() > y.len() {
        x
    } else {
        y
    }
}
```

Lifetimes in struct definitions

```
struct User<'a> {
    full_name: &'a str,
}
```

Static lifetimes

```
let s: &'static str = "Let's Get Rusty!";
```

FUNCTIONS, FUNCTION POINTERS & CLOSURES

Associated functions and methods

```
struct Point { x: i32, y: i32, }

impl Point {
    // Associated function
    fn new(x: i32, y: i32) -> Point {
        Point { x: x, y: y }
    }

    // Method
    fn get_x(&self) -> i32 { self.x }
}
```

Function pointers

```
fn do_twice(f: fn(i32) -> i32, arg: i32) -> i32 {
    f(arg) + f(arg)
}
```

Creating closures

```
let add_one = |num: u32| -> u32 {
    num + 1
};
```

Returning closures

```
fn add_one() -> impl Fn(i32) -> i32 {
    |x| x + 1
}

fn add_or_subtract(x: i32) -> Box<dyn Fn(i32) -> i32> {
    if x > 10 {
        Box::new(move |y| y + x)
    } else {
        Box::new(move |y| y - x)
    }
}
```

Closure traits

- **FnOnce** - consumes the variables it captures from its enclosing scope.
- **FnMut** - mutably borrows values from its enclosing scope.
- **Fn** - immutably borrows values from its enclosing scope.

Store closure in struct

```
struct Cacher<T>
where
    T: Fn(u32) -> u32,
{
    calculation: T,
    value: Option<u32>,
}
```

Function that accepts closure or function pointer

```
fn do_twice<T>(f: T, x: i32) -> i32
   where T: Fn(i32) -> i32
{
   f(x) + f(x)
}
```

POINTERS

References

```
let mut num = 5;
let r1 = &num; // immutable reference
let r2 = &mut num; // mutable reference
```

Raw pointers

```
let mut num = 5;
// immutable raw pointer
let r1 = &num as *const i32;
// mutable raw pointer
let r2 = &mut num as *mut i32;
```

SMART POINTERS

Box<T> - for allocating values on the heap

```
let b = Box::new(5);
```

Rc<T> - multiple ownership with reference counting

```
let a = Rc : : new(5);
let b = Rc : : clone(&a);
```

Ref<T>, RefMut<T>, and RefCell<T> - enforce borrowing rules at runtime instead of compile time.

```
let num = 5;
let r1 = RefCell::new(5);
// Ref - immutable borrow
let r2 = r1.borrow();
// RefMut - mutable borrow
let r3 = r1.borrow_mut();
// RefMut - second mutable borrow
let r4 = r1.borrow_mut();
```

Multiple owners of mutable data

```
let x = Rc::new(RefCell::new(5));
```

PACKAGES, CRATES & MODULES

Definitions

- **Packages** - A Cargo feature that lets you build,test, and share crates.
- **Crates** - A tree of modules that produces a library or executable.
- **Modules and use** - Let you control the organization, scope, and privacy of paths.
- **Paths** - A way of naming an item, such as a struct, function, or module.

Creating a new package with a binary crate

```
$ cargo new my-project
```

Creating a new package with a library crate

```
$ cargo new my-project --lib
```

Defining & using modules

```
fn some_function() {}

mod outer_module { // private module
   pub mod inner_module { // public module
      pub fn inner_public_function() {
         super::super::some_function();
      }

      fn inner_private_function() {}
   }
}

fn main() {
   // absolute path
   crate::outer_module::
   inner_module::inner_public_function();

   // relative path path
   outer_module::
   inner_module::inner_public_function();

   // bringing path into scope
   use outer_module::inner_module;
   inner_module::inner_public_function();
}
```

Renaming with as keyword

```
use std::fmt::Result;
use std::io::Result as IoResult;
```

Re-exporting with *pub use*

```
mod outer_module {
    pub mod inner_module {
        pub fn inner_public_function() {}
    }
}

pub use crate::outer_module::inner_module;
```

Defining modules in separate files

```
// src/lib.rs
mod my_module;

pub fn some_function() {
    my_module::my_function();
}

// src/my_module.rs
pub fn my_function() {}
```

GOOD NEWS & BAD NEWS...