



# RUST CHEAT SHEET

*version 2.0.2*

## TABLE OF CONTENTS

Basic Types & Variables

Control Flow

References, Ownership & Borrowing

Pattern Matching

Iterators

Error Handling

Combinators

Multiple error types

Iterating over errors

Generics, Traits & Lifetimes

Functions, Function Pointers & Closures

Pointers

Smart pointers

Packages, Crates & Modules

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## 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  
{  
    println!("{}", 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();
```

# GENERIC, 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;
```

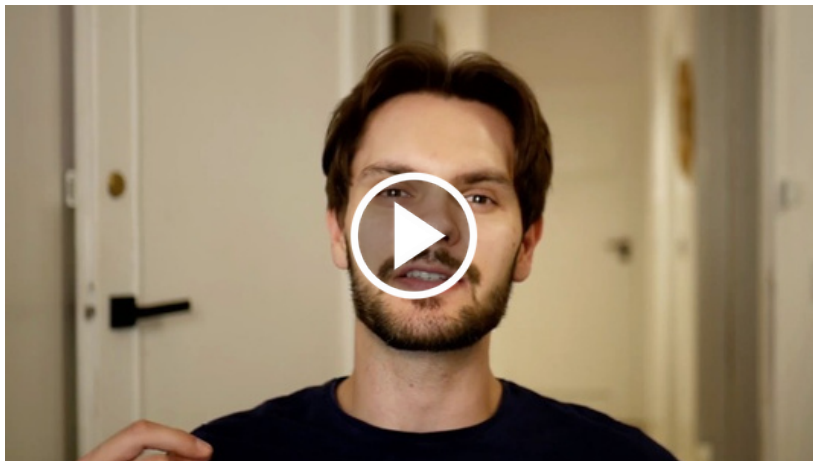
## Re-exporting with *pub use*

```
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...



<https://youtube.com/LetsGetRusty>

More Here: [t.me/TechPsyche](https://t.me/TechPsyche)

