

# INDEX

## Symbols

+ (addition operator), 39, 149–150, 500  
& (ampersand), 17, 500  
<> (angle brackets), 502–503  
    for declaring lifetime parameters, 205  
    for specifying type parameters, 142, 186  
-> (arrow), 47, 500  
\* (asterisk), 500  
    dereference operator, 71, 321–327, 422  
    glob operator, 138  
    multiplication operator, 39  
@ (at operator), 417–418, 501  
: (colon), 501, 503  
    for struct fields, 86  
    for trait bounds, 197  
{ } (curly brackets), 505  
    for function bodies, 6, 15  
    as placeholders in the `println!` macro, 18  
    scope creation, 47, 74  
/ (division operator), 39, 501  
. (dot), 500  
    for method syntax, 97–98  
    for struct field access, 86–87  
    for tuple element access, 41  
:: (double colon), 502–503  
" (double quote), 40, 502  
- (hyphen)  
    for negation, 500  
    for subtraction, 39, 500  
+ (multiple trait bound syntax), 198, 500  
! (never type), 443–444, 502  
( ) (parentheses), 504  
    for function parameters, 6, 15  
    for tuples, 40–41  
? (question mark operator), 171–175, 501

% (remainder operator), 39, 500  
; (semicolon), 6, 501  
    in the array type, 42  
    to end statements, 47  
' (single quote), 502  
    for characters, 40  
    for lifetime parameter names, 205  
    for loop labels, 55  
[] (square brackets), 500  
    for array creation, 41  
    in the array type, 42  
    for element access, 42, 143–145  
\_ (underscore), 502  
    as a catch-all pattern, 29, 115–116, 411–413  
    in filenames, 5  
    as a visual separator in integer literals, 37  
| (vertical pipe)  
    in closure definitions, 276, 502  
    in patterns, 406, 501

## A

ABI (application binary interface), 427  
abort, 162  
absolute paths, 126  
addition  
    of custom types, 431–433  
    of number types, 39  
    of strings, 149–150  
addition operator (+), 39, 149–150, 500  
ahead-of-time compiled, 7  
ampersand (&), 17, 500  
ancestor modules, 127  
angle brackets (<>), 502–503  
    for declaring lifetime parameters, 205  
    for specifying type parameters, 142, 186

- API (application programming interface), 4, 300–303
- application binary interface, 427
- Arc<T> type, 370–373, 482–484
- arguments, 44
- arms
  - in if expressions, 50
  - in match expressions, 24, 111–112
- array data type, 41–43
  - accessing elements of, 42
  - invalid element access, 42–43
  - iterating over elements of, 57–58
  - slices of, 83
- arrow (->), 47, 500
- as\_bytes method, 77
- as keyword, 135
- assert\_eq! macro, 222–224
- assert! macro, 219–222
- assert\_ne! macro, 224
- associated function, 16, 101
- associated types, 430–431
- associative array. *See* HashMap<K, V> type
- asterisk (\*), 500
  - dereference operator, 71, 321–327, 422
  - glob operator, 138
  - multiplication operator, 39
- atomically reference counted, 370–373
- at operator (@), 417–418, 501
- attribute-like procedural macros, 457
- automatic dereferencing, 99
- automatic referencing, 99

## B

- back of house, 123
- backtrace, 163–165
- backward-compatibility guarantees, xxiii
- binary crate, 19, 121, 129, 241, 249
- binary literal syntax, 37
- binary target, 312
- blanket implementations, 200–201
- blocking, 357, 363, 368
- Boolean data type, 39
- borrow checker, 202–209
- borrowing, 71–77
- Box<T> type, 316–327
- break keyword, 28, 54

- buffer overread, 163
- byte literal syntax, 37, 78, 502

## C

- Cargo, xxvi, 7–11
  - commands
    - build, 9–10
    - check, 10
    - clippy, 513
    - doc, 23, 297–299
    - fix, 512–513
    - fmt, 511–512
    - install, 312–313
    - login, 304
    - new, 8–9, 14, 121, 124
    - publish, 297–306
    - run, 10, 309
    - test, 217–218, 230–236, 298–299, 311
    - update, 21
    - yank, 306
  - extending with custom
    - commands, 313
    - workspaces, 307–312
  - Cargo.lock*, 9–10, 21–22, 309–310
  - Cargo.toml*, 8–9, 19–22, 121
    - dependencies section, 19–20
    - package section, 304–305
    - profile section, 296–297
    - updating crate versions in, 21
- carriage return, 465
- cfg (configuration) attribute, 236–237
- channels, 361–366, 480–486, 490–493
- character data type, 40
- checked\_\* methods, 38
- child modules, 125, 127
- client, 460
- Clippy, 513
- clone method
  - deep copy creation, 67
  - trade-offs of, 251
- Clone trait, 509–510
- closed channel, 361
- closures, 274–284
  - capturing the environment with, 274–276, 278–280, 287–289
  - moving ownership into, 279–280

- moving ownership out of, 280, 284
  - returning, 448
  - running in threads, 358–361
  - type inference in, 276–278
- cmd.exe*, 3, 5, 7
- `cmp` method, 23–24
- coherence, 195
- collections, 141–159
- colon (:), 501, 503
  - for struct fields, 86
  - for trait bounds, 197
- command line arguments, accepting, 244–247
- command line notation, 2
- comments, 49–50, 297–299, 477
- companies, xxvi
- compiler-driven development, 473
- compile-time evaluation. *See* constant evaluation
- compiling
  - with `cargo`, 9–10
  - in release mode, 11
  - with `rustc`, 5–7
- compound data types, 40–43
- concurrency, 353–374
- concurrent programming, 353–354
- configuration (`cfg`) attribute, 236–237
- connection, 461–462
- cons list, 317–321
- constant evaluation, 34
- constants, 33–34
  - vs. static variables, 428
  - vs. variables, 33–34
- constructor, 329
- `*const T`, 421–423, 500
- consume, 284–286
- consuming adapters, 286
- continue keyword, 29, 54
- control flow, 50–58
- conventions
  - `Cargo`, 11
  - for crate root files, 121
  - naming
    - of constants, 34
    - of files, 5
    - of function and variable names, 44
    - of static variables, 428
    - of type parameters, 185
  - for use paths, 133–134
- Copy trait, 68, 509
- crate, 9, 120–121
  - binary, 121–122, 129
  - binary vs. library, 19
  - library, 121–122, 129
  - license of, 305
  - metadata, 304–305
  - publishing, 297–306
  - root file of, 121–122
  - root module of, 124
  - updating versions, 21–22
  - using as a dependency, 19–22, 136–137
  - yanking, 306
- crate keyword, 124
- crate root, 121–122, 124, 138
- crates.io*
  - publishing to, 297–306
  - removing from, 306
  - setting up an account on, 304
- CRLF sequence, 465
- CTRL-C, 27, 54
- curly brackets (`{}`), 505
  - for function bodies, 6, 15
  - as placeholders in the `println!` macro, 18
  - scope creation, 47, 74
- custom derive procedural macros, 452–457

## D

- dangling pointer, 75
- dangling reference, 75–76, 201–203, 208–209
- data race, 74, 427–428
- data types, 36–43
  - annotation of, 26, 36
  - compound, 40–43
  - scalar, 36–40
- `dbg!` macro, 95–96
- deadlock, 355, 372–373
- Debug trait, 94–96, 224, 508
- decimal literal syntax, 37
- declarative macros, 449–451

- deep copy, 509
- Default trait, 510
- default type parameters, 431–433
- dependencies section in *Cargo.toml*, 9, 19–20
- dependency, 7, 11, 19–22
- deref coercion, 150, 325–327
- dereference operator, 71, 321–327
- DerefMut trait, 326–327
- Deref trait, 321–327, 440
- derive annotation, 94–96, 452–457, 507–510
- description metadata, 305
- destructor, 329
- destructuring
  - of enums, 409–410
  - in patterns, 407–411
  - of structs, 407–409, 410–411
  - of tuples, 40–41, 411
- Dickinson, Emily, 247
- dictionary. *See* `HashMap<K, V>` type
- Dijkstra, Edsger W., 215
- Display trait, 94, 148, 200–201, 437–439, 508
- division operator (/), 39, 501
- doc tests, 298–299
- documentation
  - comments, 297–299, 477
  - offline for Rust, 4
  - tests, 298–299
  - viewing a crate’s, 23
  - writing, 297, 299
- dot (.), 500
  - for method syntax, 97–98
  - for struct field access, 86–87
  - for tuple element access, 41
- double colon (: :), 502–503
- double free error, 66, 329
- double quote ("), 40, 502
- Doyle, Sir Arthur Conan, 293
- drop function, 64, 329–330
- Drop trait, 327–330, 487–493
- dynamically sized type (DST), 444–446
- dynamic dispatch, 384
- dyn keyword, 257, 380

## E

- editions, xxiii, 9, 498, 513, 515–516
- else if expression, 52
- else keyword, 50
- empty type, 443–444, 502
- encapsulation, 119, 123, 376–378
- entry method, 157–158
- Entry type, 157–158
- enumerate method, 78, 401
- enums, 103–110
  - defining, 103–104
  - destructuring, 409–410
  - initializer function, 447–448
  - instantiating, 104–105
  - making public, 131–132
  - variants of, 104
- environment, 274–276, 278–280, 287–289
- environment variables, 265–270
- eprintln! macro, 271–272
- Eq trait, 508–509
- error handling, 161–180
- executable file, 6–7, 9
- executing code, 6–7, 9
- exit status code, 255
- expect method, 17–18, 26, 169
- expressions, 46–47
- extern functions, 426–427

## F

- fearless concurrency, 354
- FFI (Foreign Function Interface), 426
- field init shorthand, 87–88
- fields, 86
- files, 247–248
  - naming conventions, 5
  - organization, 138–140
- filtered-out tests, 233–235
- Firefox web browser, xxvi
- floating-point data types, 38–39
- fn keyword, 15
- FnMut trait, 280–281, 447, 475
- FnOnce trait, 280–283, 447, 475–476
- Fn trait, 280, 447, 475
- fn type, 446–448
- Foreign Function Interface, 426

- for keyword
  - loop, 57–58
  - patterns in, 400–401
  - in trait implementations, 194
- format! macro, 150
- from function
  - on the From trait, 171
  - on String, 63, 148
- front of house, 123
- fully qualified syntax, 433–437, 447
- functional programming, 273–274
- function-like procedural macros, 458
- function pointers, 446–448
- functions, 43–49
  - arguments to, 44
  - bodies, statements and expressions
    - in, 46–47
  - extern, 426–427
  - vs. macros, 449
  - making public, 128–129
  - with multiple return values using
    - a tuple, 70
  - parameters of, 44–46
    - patterns in, 402
  - returning early from, 47
  - with return values, 47–49

## G

- Gallant, Andrew, 244
- Gamma, Erich, 376
- garbage collector (GC), 59, 63
- generics, 181–192, 213–214
  - default types for, 431–433
  - in enum definitions, 188–189
  - in function definitions, 184–187
  - in method definitions, 189–191
  - performance of, 191–192
  - in struct definitions, 187–188
- get method
  - on HashMap<K, V>, 155
  - on Vec<T>, 143–145
- getter methods, 99, 179
- Git, 8, 11
- global variables, 427–428
- grapheme clusters, 152–154
- grep, 243

- guard, 367
- guessing game, 13–30

## H

- hash. *See* HashMap<K, V> type
- hasher, 158
- hashing function, 158
- HashMap<K, V> type, 154–158
  - entry method on, 157–158
  - get method on, 155
  - insert method on, 154–157
  - iterating over, 155–156
  - new function on, 154–155
  - and ownership, 156
  - updating, 156–158
- hash table. *See* HashMap<K, V> type
- Hash trait, 510
- heap
  - allocating on, 60, 317
  - and the stack, 60–61
- Hello, World! program, 4–7
- Helm, Richard, 376
- hexadecimal literal syntax, 37
- Hoare, Tony, 108
- HTTP (Hypertext Transfer Protocol), 460, 464–466
- hyphen (-)
  - for negation, 500
  - for subtraction, 39, 500

## I

- IDE (integrated development environment), xxvi, 4, 514
- if keyword, 50–54
- if let syntax, 116–117
  - patterns in, 399–400
- ignore attribute, 235–236
- immutability. *See* mutability
- impl keyword
  - for defining associated functions, 101
  - for defining methods, 97–101
  - for implementing traits, 194
- impl Trait syntax, 197–200
- indexing syntax, 143–145
- indirection, 320–321
- inheritance, 378–379

- input lifetimes, 210
- input/output (io) library, 15
- installation of Rust, 1–4
- instance, 16
- integer data types, 36–38
  - numeric operations with, 39
  - type suffixes of, 37
- integer overflow, 38
- integrated development environment,
  - xxvi, 4, 514
- integration tests, 236–241
- interfaces. *See* traits
- interior mutability, 334–340, 343, 372
- invalidated variable, 66–67
- io (input/output) library, 15
- IpAddr type, 104–106
- irrefutable patterns, 403–405
- isize type
  - architecture dependent size of, 37
  - indexing collection with, 38
- iterator adapters, 286–289
- iterators, 284–294
  - adapters for, 286–289
  - consuming adapters for, 286
  - creating with iter method, 77–78
  - enumerate method on, 78
  - next method on, 285
  - performance of, 293–294
- iter method, 77–78

## J

- Johnson, Ralph, 376
- JoinHandle<T> type, 356–358

## K

- Kay, Alan, 375
- Keep, Daniel, 451
- keywords, 32, 495–498

## L

- Language Server Protocol, 514
- last in, first out ordering, 60
- lazy evaluation, 284, 287
- len method, 78
- let keyword, 16
  - using patterns with, 401–402
- library crate, 7, 19, 121, 129
- license identifier value, 305

- license metadata, 305
- lifetimes, 201–214
  - annotation of, 203–209
  - elision, 209–212
- line feed, 465
- linker, 2
- lints, 513
- Linux Foundation, 305
- Linux installation of Rust, 2
- “The Little Book of Rust Macros,” 451
- lock, 367–370
- loop keyword, 26–28, 54–56
- loop labels, 55–56

## M

- macOS installation of Rust, 2
- macro\_export annotation, 450
- macro\_rules! macros, 449–451
- macros, 449–458
  - declarative, 449–451
  - vs. functions, 449
  - procedural, 451
- main function, 6, 174–175
- mangling, 427
- map. *See* HashMap<K, V> type
- match expression, 110–116
  - exhaustiveness of, 114
  - handling comparison results with, 24
  - handling error values with, 166–167
  - handling Result values with,
    - 28–29, 166
  - patterns in, 398–399
- match guard, 415–417
- memory leak, 343, 350–351
- message passing, 361–366
- methods
  - defined on enums, 107
  - defined on structs, 97–102
  - disambiguating, 433–437
  - getters, 99
- method syntax, 97–98
- minigrep project, 243–272
- mock object, 336–340
- mod keyword, 124
- modules, 121–125
  - cheat sheet, 121–123
  - file paths for, 122
  - moving to other files, 138–140

- module system, 120
- module tree, 124–125
- monomorphization, 191–192
- move keyword, 279–280, 358–361
- moving ownership, 64–67
  - vs. borrowing, 71–72
  - with function calls, 68–69
  - with function return values, 69–70
- multiple producer, single consumer (mpsc), 362, 365–366
- multiple trait bound syntax (+), 198, 500
- multiplication, 39
- mutability
  - of references, 73–75
  - of variables, 32–33
- Mutex<T> type, 367–373, 482–484, 485–487
- mut keyword
  - making a reference mutable with, 73–75
  - making a variable mutable with, 33
  - vs. shadowing, 35–36
- \*mut T, 421–423, 500
- mutual exclusion, 367

## N

- namespace, 63, 101, 104
- never type (!), 443–444, 502
- new function
  - on HashMap<K, V>, 154–155
  - on String, 147–148
  - on Vec<T>, 142
- new project setup, using Cargo, 14
- newtype pattern, 439–440
- null, 108–110
- numeric operations, 39

## O

- object. *See* HashMap<K, V> type
- object-oriented programming (OOP), 375–396
- octal literal syntax, 37
- 1:1 threading model, 355
- open source developers, xxvii
- operator overloading, 431–433
- operators, 499–501
- optimizations, 11

- Option<T> enum, 108–110, 113–114
- Ordering type, 24
- Ord trait, 509
- orphan rule, 195, 439
- output lifetimes, 210
- overflowing\_\* methods, 38
- overflow of integers, 38
- ownership, 59–83
  - and functions, 68–70
  - rules, 61
  - of struct data, 90–91

## P

- package, 121
- package registry, 297–306
- package section in *Cargo.toml*, 304–305
- panicking, 38
- panic! macro, 162–165, 226–229
  - vs. Result, 175–180
- parallel programming, 353–354
- parameters, 44
  - patterns in, 402
- parentheses (()), 504
  - for function parameters, 6, 15
  - for tuples, 40–41
- parent modules, 125, 127
- parse method, 26
- PartialEq trait, 224, 508–509
- PartialOrd trait, 187, 509
- paths, 125–130
  - absolute, 126
  - nested, 137
  - relative, 125–126
- %PATH% system variable, 3, 312
- patterns, 397–418
  - binding to values with, 112–113
  - destructuring in, 407–411
  - in for loops, 400–401
  - in function parameters, 402
  - in if let syntax, 116–117, 399–400
  - ignoring values in, 411–415
  - in let statements, 401–402
  - in match expressions, 110–116, 398–399
  - refutable vs. irrefutable, 403–405
  - in while let loops, 400
- .pdb file extension, 7

- pointer, 60, 315
  - dangling, 75
  - to data on the heap, 60–61
  - raw, 421–423
  - smart, 315–351
- poisoned mutex, 485
- polymorphism, 378–379
- PowerShell, 3–4, 6–7, 269–270
- prelude, 15, 138
- println! macro, 6, 18–19
- privacy, 123, 127–129
- procedural macros, 451
  - attribute-like, 457
  - custom derive, 452–457
  - function-like, 458
- process, 354
- proc\_macro crate, 452, 454
- profiles, 296–297
- profile section in *Cargo.toml*, 296–297
- propagating errors, 169–175
- pub keyword, 122, 127–129
- public, 127–129
  - API, 129, 300–303
  - making items, 128
  - making structs and enums, 130
- pub use, 135–136, 300–303
- push method, 142
- push\_str method, 63, 149

**Q**

- question mark operator (?), 171–175, 501
- quote crate, 454–456

**R**

- race conditions, 74, 355
- RAII (Resource Acquisition Is Initialization), 64
- rand crate, 19–23
- random number functionality, 19, 22–23
- range syntax, 406–407
- Range type, 58
- raw identifiers, 497–498
- raw pointers, 421–423
- Rc<T> type, 330–334, 342–351
- read\_line method, 17–18
- receiver, 361–366
- recoverable errors, 161–162, 165–175
- recursive type, 317–321
- re-export, 135–136, 300–303
- RefCell<T> type, 334–351
- reference counting, 315, 330–334, 370–373
- reference cycles, 343–351
- references
  - for accessing data from multiple places, 17
  - and borrowing, 71–77
  - dangling, 75–76
  - dereferencing, 71
  - mutability of, 73–75
  - rules of, 77
- refutable patterns, 403–405
- registry, 20, 297–306
- relative path, 125–126, 130
- release mode, 11, 38
- release profiles, 296–297
- remainder operator (%), 39, 500
- request line, 464–465
- request-response protocol, 460
- Resource Acquisition Is Initialization, 64
- Result<T, E> type, 17–18, 165–175
  - expect method on, 17–18, 169
  - vs. panic!, 175–180
  - type aliases for, 442–443
  - unwrap method on, 168
  - unwrap\_or\_else method on, 168
- return keyword, 47
- return values
  - of functions, 47–49
  - of loops, 55
  - multiple using a tuple, 70
- rev method, 58
- ripgrep, 244, 312–313
- RLS (Rust Language Server), xxvi
  - .rs file extension, 5
- running code, 5–7, 9–10
- Rustaceans, 3
- rust-analyzer, 514
- rustc, 3, 5–7
- rustfix, 512–513
- rustfmt, xxvi, 6, 511–512
- Rust Language Server, xxvi
- “The Rustonomicon,” 145, 351, 374



- rustup commands, 1–4
  - doc, 4
  - uninstall, 4
  - update, 4

## S

- saturating\_\* methods, 38
- scalar data types, 36–40
- scope, 62, 120
- SCREAMING\_SNAKE\_CASE, 428
- Self keyword, 98
- self module, 125
- self parameter, 97
- Semantic Versioning (SemVer), 19–20, 306
- semicolon (;), 6, 501
  - in the array type, 42
  - to end statements, 47
- Send trait, 373–374, 429, 476
- sequence, 58
- server, 460
- shadowing, 34–36
  - vs. mut keyword, 35–36
- shared-state concurrency, 367–373
- should\_panic attribute, 226–229
- sibling modules, 125
- single quote ('), 502
  - for characters, 40
  - for lifetime parameter names, 205
  - for loop labels, 55
- ?Sized, 445
- Sized trait, 445–446, 448
- slice type, 77–83
  - of array, 83
  - string slices, 79–82, 152–153
- smart pointer, 315–351
- snake case, 44
- Software Package Data Exchange (SPDX), 305
- speed, xxvii
- square brackets ([]), 500
  - for array creation, 41
  - in the array type, 42
  - for element access, 42, 143–145
- stack
  - and the heap, 60–61
  - last in, first out ordering, 60
  - popping off of, 60
  - pushing onto, 60
- standard error (stderr), 270–272
- standard output (stdout), 270–272
- statements, 46–47
- state objects, 384–385
- state pattern, 384–393
- statically typed, 36
- static dispatch, 384
- 'static lifetime, 212–213, 428, 476
- static variables, 427–428
- status line, 465
- stderr (standard error), 270–272
- stdin function, 16–17
- stdout (standard output), 270–272
- &str (string slice type), 79–82
- stream, 461–464
- stringify! macro, 456
- string literal, 62
  - storage in the binary of, 63
  - of string slice type, 81
- string slice type (&str), 79–82
- String type, 62–64, 147–154
  - as\_bytes method on, 77
  - bytes method on, 153
  - chars method on, 153
  - concatenation with +, 149–150
  - from function on, 63, 148
  - indexing into, 151–152
  - internal structure of, 63–65, 151–152
  - iterating over, 153–154
  - len method on, 78
  - new function on, 147–148
  - parse method on, 26
  - push method on, 149
  - push\_str method on, 63, 149
  - slicing, 152–153
  - trim method on, 25–26
  - UTF-8 encoding of, 147–148, 152–154
- Stroustrup, Bjarne, 293
- structs, 85–102
  - defining, 86
  - destructuring, 407–411
  - field init shorthand, 87–88
  - fields, 86

- structs (*continued*)
  - instantiating, 86
  - making public, 130–131
  - ownership of data, 90–91
  - tuple, 89
  - unit-like, 89–90
  - update syntax, 88–89
- students, xxvi
- subtraction, 39
- super keyword, 125, 130
- supertraits, 437–439
- symbols, 502–505
- syn crate, 454–455
- Sync trait, 373–374, 429

## T

- TCP (Transmission Control Protocol), 460
- teams of developers, xxvi
- test attribute, 217
- test double, 336
- test-driven development (TDD), 259–265
- test functions, 216–219
- tests, 215–241
  - custom failure messages for, 224–226
  - documentation, 298–299
  - filtering, 233–235
  - ignoring, 235–236
  - integration, 236–241
  - organizing, 236–241
  - of private functions, 237
  - running, 230–236
  - unit, 236–237
  - using `Result<T, E>` in, 230
  - writing, 216–230
- thread pool, 472–493
- threads, 354–374
  - creating with `spawn`, 355–356, 473–486
  - joining, 356–358
  - pausing with `sleep`, 356
  - running closures in, 355–356, 358–361
- thunk, 441–442
- Tom’s Obvious, Minimal Language (TOML), 8
- `to_string` method, 148, 200–201
- `ToString` trait, 200–201

- trait bounds, 197, 201, 213–214
  - conditionally implementing methods with, 200–201
- trait objects, 379–384, 448
  - dynamic dispatch, 384
- traits, 192–201
  - associated types in, 430–431
  - default implementations of, 195–197
  - defining, 192–193
  - derived, 94–96
  - implementing, 193–195
    - as parameters, 197–201
  - supertraits, 437–439
  - unsafe, 429

- Transmission Control Protocol, 460

- transmitter, 361–366

- `trim` method, 25–26

- tuple data type, 40–41

- tuples, destructuring, 411

- tuple structs, 89, 439–440

- two’s complement wrapping, 38

- type alias, 440–443, 484

- type annotation, 26, 36

- type inference, 25

- type suffixes, 37

## U

- underscore (`_`), 502

- as a catch-all pattern, 29, 115–116, 411–413

- in filenames, 5

- as a visual separator in integer literals, 37

- Unicode scalar value, 40, 152–154

- uniform resource identifier, 465

- uniform resource locator, 465

- unions, 429

- unit-like structs, 89–90

- unit tests, 236–237

- unit type, 41

- unrecoverable errors, 161–165

- unrolling, 294

- unsafe, 420–429

- functions, 423–427

- superpowers, 420–421, 429

- traits, 429

- unsized type, 444–446

- unwinding, 162

- `unwrap` method, 168
- `unwrap_or_else` method, 255
- URI (uniform resource identifier), 465
- URL (uniform resource locator), 465
- `use` keyword, 132–138
  - and `as`, 135
  - and external packages, 136–137
  - and the `glob` operator, 138
  - and nested paths, 137
  - and `pub`, 135–136
- user input, 16–17
- `usize` type
  - architecture dependent size of, 37
  - indexing collection with, 38
- UTF-8 encoding, 147–148, 152–154

## V

- variables, 32–36
  - vs. constants, 33–34
  - creating with patterns, 401–402
  - global, 427–428
  - mutability, 32–33
  - shadowing, 34–36
  - static, 427–428
  - storing values in, 16
- variants, 104
- `vec!` macro, 142
- vector. *See* `Vec<T>` type
- `Vec<T>` type, 142–147
  - `get` method on, 143–145
  - indexing into, 143–145

- iterating over, 145
- new function on, 142
- `push` method on, 142–143
- storing multiple types in, 145–146

- vertical pipe (`|`)
  - in closure definitions, 276, 502
  - in patterns, 406, 501

- Visual Studio, 3
- Visual Studio Code, 514
- Vlissides, John, 376

## W

- warnings, 512–513
- `Weak<T>` type, 348–351
- web server project, 459–493
- `where` clause, 198
- `while let` loop, 400
- `while` loop, 56–57
- Windows installation of Rust, 3
- Wirth, Lukas, 451
- workspaces, 307–312
- `wrapping_*` methods, 38

## Y

- yanking, 306

## Z

- zero-cost abstractions, 293–294
- zero-overhead, 293