

INDEX

Symbols and Numbers

- + (addition operator), 38, 137–138, 492
- & (ampersand), 17, 492
- <> (angle brackets), 494–495
 - for specifying lifetime parameters, 191
 - for specifying type parameters, 130, 172, 173
- > (arrow), 46–47, 492
- * (asterisk), 492
 - dereference operator, 68, 311–315, 416
 - glob operator, 124–125
 - multiplication operator, 38
- @ (at operator), 410–411, 493
- : (colon), 492–493, 495
 - for struct fields, 82
 - for trait bounds, 183
- { } (curly brackets), 496
 - for function bodies, 6, 15
 - as placeholders in the `println!` macro, 18
 - scope creation, 45, 71
- / (division operator), 38, 492
- (dot), 492
 - for method syntax, 91
 - for struct field access, 82
 - for tuple element access, 40
- :: (double colon), 494
 - for associated functions, 94
 - for enum variants, 96
 - for namespacing, 111
- " (double quote), 39, 493
- (hyphen)
 - for negation, 492
 - for subtraction, 38, 492
- + (multiple trait bound syntax), 183, 492
- ! (never type), 443–444, 494
- () (parentheses), 496
 - for function parameters, 6, 15
 - for tuples, 39–40
- ? (question mark operator), 159–161, 493

- % (remainder operator), 38, 492
- ; (semicolon), 6, 493
- ' (single quote), 493–494
 - for characters, 39
 - for lifetime parameter names, 190
- [] (square brackets), 496
 - for array creation, 41
 - for element access, 41, 131–132
- _ (underscore), 494
 - as a catchall pattern, 28, 106–107, 403–405
 - as a visual separator in integer literals, 37
- | (vertical pipe), 493–494
 - in closure definitions, 261
 - in patterns, 398
- 1:1 threading model, 343

A

- ABI (application binary interface), 420
- abort, 150
- addition
 - of custom types, 432–434
 - of number types, 38
 - of strings, 137–138
- addition operator (+), 38, 137–138, 492
- ahead-of-time compiled, 7
- ampersand (&), 17, 492
- angle brackets (<>), 494–495
 - for specifying lifetime parameters, 191
 - for specifying type parameters, 130, 172, 173
- API (Application Programming Interface), xxvi, 4
- application binary interface (ABI), 420
- Arc<T> type, 361–362, 473–474
- arguments, 43
- arms
 - in `if` expressions, 49
 - in `match` expressions, 24, 103

- array data type, 40–42
 - invalid element access, 41–42
 - iterating over elements of, 54–55
 - slices of, 78–79
 - arrow (->), 46–47, 492
 - as_bytes method, 73–74
 - assert_eq! macro, 208–210
 - assert! macro, 205–208
 - assert_ne! macro, 210
 - associated function, 16, 93–94
 - associated types, 431–432
 - associative array. *See* HashMap<K, V> type
 - asterisk (*), 492
 - dereference operator, 68, 311–315, 416
 - glob operator, 124–125
 - multiplication operator, 38
 - at operator (@), 410–411, 493
 - atomically reference counted, 361–362
 - automatic dereferencing, 92
 - automatic referencing, 92
- B**
- backtrace, 151–153
 - binary crate, 8, 19, 233
 - binary target, 302
 - blanket implementations, 186
 - blocking, 345
 - Boolean data type, 39, 50
 - borrow checker, 188–189, 190
 - borrowing, 68–73
 - Box<T> type, 306–311
 - break keyword, 27–28
 - buffer overread, 151
 - Build Tools for Visual Studio, 3
 - byte literal syntax, 37, 74
- C**
- *const T, 415–417, 492
 - Cargo, xxiv, 7–11
 - commands
 - build, 9
 - check, 10
 - doc, 22, 287–288
 - install, 302–303
 - login, 294
 - new, 8, 14
 - publish, 294–296
 - run, 10, 299
 - test, 202–205, 215–220, 289, 301–302
 - update, 21
 - yank, 296
 - extending with custom
 - commands, 303
 - workspaces, 297–302
 - Cargo.lock*, 9, 20–21
 - Cargo.toml*
 - dependencies section, 9, 19
 - package section, 8, 294–295
 - profile section, 286–287
 - updating crate versions in, 21
 - carriage return, 454
 - cfg (configuration) attribute, 221
 - channels, 349–355, 470–474
 - character data type, 39
 - client, 450
 - clone method
 - deep copy creation, 65
 - trade-offs of, 236
 - Clone trait, 499–500
 - closed channel, 350
 - closures, 258–270
 - capturing the environment with, 268–270, 274–275
 - returning, 448
 - running in threads, 344
 - type inference in, 263–264
 - cmp method, 23
 - coherence, 180
 - collections, 129–147
 - collect method, 143, 229
 - colon (:), 492–493
 - for struct fields, 82
 - for trait bounds, 183
 - command line arguments, accepting, 228–231
 - command line notation, 2
 - comments, 48, 287–290, 467
 - compiler-driven development, 462
 - compiling
 - with Cargo, 7–11
 - in release mode, 10–11
 - with rustc, 6–7
 - compound data types, 39–42
 - concurrency, 341–364
 - concurrent programming, 341
 - configuration (cfg) attribute, 221
 - connection, 451–54
 - cons list, 308–311

- constants, 34
 - vs. static variables, 421–422
 - vs. variables, 34
- constructor, 319
- consume, 272–273
- consuming adaptors, 272–273
- continue keyword, 28–29
- contracts, 163
- control flow, 48–55
- Copy trait, 5, 499–500
- crate, 9
 - binary vs. library, 8, 19
 - license of, 295
 - publishing, 294–296
 - updating versions, 21
 - using as a dependency, 21–22
 - yanking, 296
- crates.io*, 287–296
 - documentation comments, 287–288
 - publishing to, 295–296
 - removing from, 296
 - setting up an account on, 294
- CRLF sequence, 454
- CTRL-C, 27, 53, 452, 479
- curly brackets ({}), 496
 - for function bodies, 6, 15
 - as placeholders in the `println!` macro, 18
 - scope creation, 45, 71

D

- dangling pointer, 72
- dangling reference, 72–73, 187–189, 193–194
- data race, 70–71, 422
- data types, 36–42
 - annotation of, 25, 36
 - compound, 39–42
 - scalar, 36–39
- deadlock, 343, 362, 484
- Debug trait, 89–90, 498
- declarative macros, 502–504
- deep copy, 64–65
- Default trait, 500
- default type parameters, 432–434
- dependencies section in *Cargo.toml*, 9, 19
- dependency, 7, 19
- deref coercion, 138, 315–317
- DerefMut trait, 316–317
- Deref trait, 311–317, 440
- derive annotation, 88–90, 497–500

- destructor, 319
- destructuring
 - of enums, 400–401
 - of references, 402
 - of structs, 399–400
 - of tuples, 40
- Dickinson, Emily, 231
- Dijkstra, Edsger W., 201
- Display trait, 89
- diverging functions, 443
- division operator (/), 38, 492
- doc tests, 289
- documentation
 - comments, 287–290, 467
 - offline for Rust, 4
 - tests, 289
 - viewing a crate's, 22
 - writing, 287–290
- dot (.), 492
 - for method syntax, 91
 - for struct field access, 82
 - for tuple element access, 40
- double colon (::), 494
 - for associated functions, 94
 - for enum variants, 96
 - for namespacing, 111
- double free error, 63, 319
- double quote ("), 39, 493
- Doyle, Sir Arthur Conan, 281
- drop function, 62
- Drop trait, 65, 317–320, 479–481
- dynamically sized type (DST), 445–446
- dynamic dispatch, 374

E

- else if expression, 50–51
- else keyword, 49
- empty type, 443–444, 494
- encapsulation, 366–368
- entry method, 145–147
- Entry type, 145–147
- enumerate method, 74
- enums, 95–108
 - defining, 96
 - instantiating, 96
 - variants of, 96
- environment, 269
- environment variables, 249–254
- eprintln! macro, 255–256
- Eq trait, 498
- error handling, 149–166

- executable file, 6–7
- executing code, 6–7
- exit status code, 239–240
- expect method, 17–18, 26, 157–158
- expressions, 44–46
- extern crate, 21–22
- extern functions, 420–421

F

- fearless concurrency, 342
- FFI (Foreign Function Interface), 420
- field init shorthand, 83
- fields, 82
- files, 231–232
- floating-point data types, 38
- fn keyword, 15
- FnMut trait, 265, 269, 447, 465
- FnOnce trait, 265, 269, 447, 465
- Fn trait, 265, 269, 447, 465
- fn type, 446–447
- Foreign Function Interface (FFI), 420
 - for keyword
 - loop, 54–55
 - in trait implementations, 179–180
- format! macro, 138
- from function
 - on the From trait, 160
 - on String, 60–61, 136
- fully qualified syntax, 434–437, 447
- functional programming, 257
- function pointers, 446–447
- functions, 42–47
 - arguments to, 43
 - bodies, statements, and expressions
 - in, 44–46
 - with multiple return values using a tuple, 67–68
 - parameters of, 43–44
 - public vs. private, 119
 - returning early from, 46
 - with return values, 46–47

G

- Gallant, Andrew, 228
- Gamma, Erich, 366
- garbage collector (GC), 61
- generics, 167–178, 199
 - default types for, 432–434
 - in enum definitions, 174–175
 - in function definitions, 170–173

- in method definitions, 175–177
- performance of, 177–178
- in struct definitions, 173–174
- get method
 - on HashMap<K, V>, 144
 - on Vec<T>, 131–132
- getter, 165
- Git, 8, 11
- global variables, 421–422
- grapheme clusters, 140, 142
- green threads, 343
- grep, 227
- guarding, 356
- guessing game, 13–30

H

- hash. *See* HashMap<K, V> type
- hasher, 147
- hashing function, 142, 147
- hash map. *See* HashMap<K, V> type
- HashMap<K, V> type, 142–147
 - entry method on, 145–147
 - get method on, 144
 - insert method on, 142–143
 - iterating over, 144–145
 - new function on, 142–143
- hash table. *See* HashMap<K, V> type
- Hash trait, 500
- heap
 - allocating on, 58
 - and the stack, 58–59
- Helm, Richard, 366
- Hoare, Tony, 100
- HTTP (Hypertext Transfer Protocol), 450, 454–456
- hyphen (-)
 - for negation, 492
 - for subtraction, 38, 492

I

- IDE (Integrated Development Environment), xxiv, 4
- if keyword, 48–52
- if let syntax, 107–108
- ignore attribute, 219–220
- immutability. *See* mutability
- impl keyword
 - for defining associated functions, 93–94
 - for defining methods, 91
 - for implementing traits, 179–180

- indexing syntax, 131–132
- indirection, 310–311
- inheritance, 368–369
- input lifetimes, 196
- input/output (io) library, 15, 231–232
- installation of Rust, 1–4
- instance, 82
- integer data types, 36–38
 - numeric operations with, 38
 - signed, 36–37
 - type suffixes of, 37
 - unsigned, 36–37
- Integrated Development Environment (IDE), xxiv, 4
- integration tests, 222–225
- interfaces. *See* traits
- interior mutability, 323–332, 362
- invalidated variable, 64
- io (input/output) library, 15, 231–232
- IpAddr type, 96–98
- irrefutable patterns, 395–396
- isize type
 - architecture dependent size of, 37
 - indexing collection with, 38
- iterator adaptors, 273–274, 280–281
- iterators, 270–277
 - creating with iter method, 73–74
 - enumerate method on, 74
 - next method on, 271–272
 - performance of, 281–283
- iter method, 73–74

J

- Johnson, Ralph, 366
- JoinHandle type, 345

K

- Kay, Alan, 365
- keywords, 32, 487–489

L

- last in, first out ordering, 58
- lazy evaluation, 264, 270
- len method, 74
- let keyword, 16
- library crate, 7, 8, 19, 110
- license, 295
- license identifier value, 295

- lifetimes, 187–199
 - annotation of, 190–195
 - bounds, 428–429
 - elision, 195–198
 - inferring for trait objects, 429–430
 - subtyping, 423–428
- line feed, 454
- linker, 2–3
- Linux installation of Rust, 2–3
- Little Book of Rust Macros, The*, 504
- lock, 356–359
- loop keyword, 26–27, 53

M

- *mut T, 415–417, 492
- macOS installation of Rust, 2–3
- macro_export annotation, 503
- macro_rules! macro, 502–503
- macros, 501–510
 - declarative, 502–504
 - procedural, 504–509
- macro_use annotation, 502–503
- main function, 5–6
- mangling, 421
- map. *See* HashMap<K, V> type
- match expression, 102–107
 - exhaustiveness of, 106
 - handling comparison results with, 23–24
 - handling Result values with, 28–29
- match guard, 156, 408–410
- memoization, 264
- memory leak, 332
- message passing, 349–355
- metaprogramming, 502
- methods
 - defined on enums, 99
 - defined on structs, 90–93
- method syntax, 91
- M:N threading model, 343
- mock object, 325–330
- mod keyword, 110–112
- modules, 109–127
 - moving to other files, 112–118
 - root, 118
- monomorphization, 177–178
- move keyword, 269–270, 347–349
- moving ownership, 62–64
 - vs. borrowing, 68–73
 - with function calls, 66
 - with function return values, 66–68

- multiple producer, single consumer (mpsc), 350, 354, 473
- multiple trait bound syntax (+), 183, 492
- multiplication, 38
- Mutex<T> type, 356–362, 473–474, 478–479
- mut keyword
 - making a reference mutable with, 69–71
 - making a variable mutable with, 33
- mutability
 - of references, 69–71
 - of variables, 32–33
- mutual exclusion, 356

N

- never type (!), 443–444, 494
- new function
 - on HashMap<K, V>, 142–143
 - on String, 135–136
 - on Vec<T>, 130
- new project setup, using cargo, 14
- newtype pattern, 439–441
- null, 100–102
- numeric operations, 38

O

- object, 366, 370. *See also* HashMap<K, V> type
- object-oriented programming (OOP), 365–387
- object-safe traits, 374–375, 383
- operator overloading, 432–434
- operators, 491–493
- optimizations, 10–11
- Option<T> enum, 100–102
- Ordering type, 23
- Ord trait, 499
- orphan rule, 180, 439
- output lifetimes, 196
- ownership, 57–79
 - and functions, 66–68
 - rules, 59

P

- package section in *Cargo.toml*, 8, 294–295
- panicking, 42

- panic! macro, 150–153, 161–165
- parallel programming, 341
- parameters, 43–44
- parentheses, (()), 496
 - for function parameters, 6, 15
 - for tuples, 39–40
- parse method, 25
- PartialEq trait, 498
- PartialOrd trait, 499
- PATH system variable, 2, 3, 302–303
- patterns, 389–411
 - binding to values with, 104–105
 - in for loops, 392–393
 - in function parameters, 394
 - in if let syntax, 107, 390–391
 - in let statements, 393–394
 - in match expressions, 102–103, 390
 - refutable vs. irrefutable, 395–396
 - in while let syntax, 392
- pointer, 305
 - dangling, 72
 - to data on the heap, 58
 - raw, 415–417
 - smart, 305–339
- poisoned mutex, 475
- polymorphism, 368
- prelude, 15
- primitive obsession, 235
- println! macro, 6, 18
- privacy rules, 121
- private functions, 119
- procedural macros, 504–509
- process, 342
- proc_macro crate, 507
- profiles, 286–287
- profile section in *Cargo.toml*, 286–287
- propagating errors, 158–161
- pub keyword, 119–121
- public
 - API, 120, 290–293
 - vs. private functions, 119
- pub use, 290–293
- push method, 131, 137
- push_str method, 61, 137

Q

- question mark operator (?), 159–161, 493
- quote crate, 507–509

R

- race conditions, 70, 343
- RAII (Resource Acquisition Is Initialization), 62
- rand crate, 19, 21–23
- random number functionality, 19, 21–23
- Range type, 55
- raw pointers, 415–417
- Rc<T> type, 320–323, 330–339
- read_line method, 16–17
- receiver, 350
- recoverable errors, 149
- recursive types, 308–311
- re-export, 290–293
- RefCell<T> type, 323–339
- reference counting, 306, 320–323, 361–362
- reference cycles, 332–339
- references
 - for accessing data from multiple places, 17
 - and borrowing, 68–73
 - creating in patterns, 407–408
 - dangling, 72–73
 - dereferencing, 68
 - mutability of, 69–71, 73
 - rules of, 73
- refutable patterns, 395–396
- registry, 20, 287–296
- release mode, 10–11
- release profiles, 286–287
- remainder operator (%), 38, 492
- request line, 454
- request-response protocol, 450
- Resource Acquisition Is Initialization (RAII), 62
- Result<T, E> type, 17, 153–161
 - expect method on, 17–18, 26, 157–158
 - vs. panic!, 161–165
 - type aliases for, 442–443
 - unwrap method on, 157–158
 - unwrap_or_else method on, 239
- return keyword, 46
- return values
 - of functions, 46–47
 - multiple using a tuple, 67–68
- rev method, 55
- ripgrep, 228, 302–303
- RLS (Rust Language Server), xxiv
- root module, 118

- .rs file extension, 5
- running code, 6–7
- runtime, 343
- Rustaceans, 3–4
- rustc, 3, 5, 6–7
- rustfmt, xxiv, 6
- Rust Language Server (RLS), xxiv
- Rustonomicon, The*, 133, 339, 363
- rustup commands, 1–4
 - doc, 4
 - uninstall, 3
 - update, 3

S

- scalar data types, 36–39, 65–66
- scope, 60
- SCREAMING_SNAKE_CASE, 421
- Self keyword, 374–375
- self parameter, 90
- Semantic Versioning (SemVer), 19, 296
- semicolon (;), 6, 493
- Send trait, 362–363, 423, 465
- sequence, 55
- server, 450
- shadowing, 25, 34–36
- shallow copy, 64
- shared-state concurrency, 355–362
- should_panic attribute, 212–215
- signed integer types, 36–37
- single quote ('), 493–494
 - for characters, 39
 - for lifetime parameter names, 190
- ?Sized, 446
- Sized trait, 445–446, 448
- slice type, 73–79
 - of array, 78–79
 - string slices, 75–78
- smart pointer, 305–339
 - Box<T> type, 306–311
 - Rc<T> type, 320–323, 330–339
 - RefCell<T> type, 323–339
- snake case, 42
- Software Package Data Exchange (SPDX), 295
- square brackets ([]), 496
 - for array creation, 41
 - for element access, 41, 131–132
- stack
 - and the heap, 58–59
 - last in, first out ordering, 58
 - popping off of, 58
 - pushing onto, 58

- standard error (stderr), 254–256
- standard output (stdout), 254–256
- statements, 44–46
- state objects, 376
- state pattern, 376–384
- statically typed, 36
- static dispatch, 374
- 'static lifetime, 198–199, 421, 429, 430, 465
- static method, 16, 93–94
- static variables, 421–422
- status line, 455
- stderr (standard error), 254–256
- stdin function, 16
- stdout (standard output), 254–256
- &str (string slice type), 75–78
- stream, 451–453
- stringify! macro, 509
- string literal, 60
 - storage in the binary of, 61
 - of string slice type, 75–78
- string slice type (&str), 75–78
- String type, 60–61, 135–142
 - as_bytes method on, 73–74
 - bytes method on, 141–142
 - chars method on, 141
 - concatenation with +, 137–138
 - from function on, 60–61, 136
 - indexing into, 139–140
 - internal structure of, 62–63, 139–140
 - iterating over, 141–142
 - len method on, 74
 - new function on, 135–136
 - parse method on, 25
 - push method on, 137
 - push_str method on, 61, 137
 - slicing, 140–141
 - trim method on, 25
 - UTF-8 encoding of, 136
- Stroustrup, Bjarne, 282
- structs, 81–94
 - defining, 81–82
 - field init shorthand, 83
 - fields, 82
 - instantiating, 81–82
 - ownership of data, 85–86
 - tuple, 84–85, 439–440
 - unit-like, 85
 - update syntax, 84
- subtraction, 38, 492
- super keyword, 125–127

- supertraits, 437–439
- symbols, 493–496
- syn crate, 507–508
- Sync trait, 362–363, 423

T

- TCP (Transmission Control Protocol), 450–452
- test attribute, 202–203
- test double, 325
- test-driven development (TDD), 244
- test functions, 202–205
- tests, 201–226
 - custom failure messages for, 210–212
 - filtering, 219
 - ignoring, 219–220
 - integration, 222–225
 - organizing, 220–225
 - of private functions, 221–222
 - running, 215–220
 - unit, 220–222
 - writing, 201–215
- thread pool, 461–485
- threads, 342–349
 - creating with spawn, 344, 462–463
 - joining, 345
 - pausing with sleep, 344
- think, 442
- Tom's Obvious, Minimal Language (TOML), 8
- to_string method, 136, 186
- trait bounds, 182–187, 199
 - conditionally implementing methods with, 185–187
 - fixing the largest function with, 183–185
- trait objects, 369–375, 448
 - dynamic dispatch, 374
 - inferring lifetimes of, 429–430
 - object safety, 374–375
- traits, 178–187
 - associated types in, 431–432
 - default implementations of, 181–182
 - defining, 178–179
 - implementing, 179–180
 - unsafe, 422–423
- Transmission Control Protocol (TCP), 450–452
- transmitter, 350
- trim method, 25

- tuple data type, 39–40, 67–68
- tuple structs, 84–85, 439–440
- type alias, 441–443, 474
- type annotation, 25, 36
- type inference, 24
- type suffixes, 37

U

- underscore (`_`), 494
 - as a catchall pattern, 28, 106–107, 403–405
 - as a visual separator in integer literals, 37
- Unicode Scalar Value, 39, 139–141
- Uniform Resource Identifier (URI), 454
- Uniform Resource Locator (URL), 454
- unit-like structs, 85
- unit tests, 220–222
- unrecoverable errors, 149–153
- unrolling, 283
- unsafe, 414–423
 - functions, 417–420
 - superpowers, 414, 423
 - traits, 422–423
- unsigned integer types, 36–37
- unsized type, 445–446
- unwinding, 150
- unwrap method, 157–158
- unwrap_or_else method, 239
- URI (Uniform Resource Identifier), 454
- URL (Uniform Resource Locator), 454
- use keyword, 22, 123–127
- user input, 15
- usize type
 - architecture-dependent size of, 37
 - indexing collection with, 38
- UTF-8 encoding, 136, 139–140

V

- variables
 - vs. constants, 34
 - global, 421–422
 - mutability, 32–33
 - shadowing, 25, 34–36
 - static, 421–422
 - storing values in, 15–16
- variants, 96
- vec! macro, 130
- vector. *See* `Vec<T>` type
- `Vec<T>` type, 130–134
 - get method on, 131–132
 - iterating over, 133–134
 - new function on, 130
 - push method on, 131
- vertical pipe (`|`), 493–494
 - in closure definitions, 261
 - in patterns, 398
- Visual Studio, 3
- Vlissides, John, 366

W

- weak reference, 334–335
- `Weak<T>` type, 334–339
- where clause, 183
- while loop, 53–54
- Windows installation of Rust, 3
- workspaces, 297–302

Y

- yanking, 296

Z

- zero-cost abstractions, xxv, 282–283
- zero-overhead, 282