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Beginning Rust starts with the basics of Rust, including how to name objects, control execution flow, and handle primitive types. You ' ll see how to do arithmetic, allocate memory, use iterators, and handle input/output.

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Beginning Rust: From Novice to Professional by Milanesi ...

Carlo Milanesi, " Beginning Rust: From Novice to Professional " English | ISBN: 1484234677 | 2018 | 376 pages | PDF, EPUB | 4 MB

Learn to program with Rust in an easy, step-by-step manner on Unix, Linux shell, macOS and the Windows command line. As you read this book, you ' ll build on the knowledge you gained in previous chapters and see what Rust has to offer. Beginning Rust starts with the basics of Rust, including how to name objects, control execution flow, and handle primitive types. You ' ll see how to do arithmetic, allocate memory, use iterators, and handle input/output. Once you have mastered these core skills, you ' ll work on handling errors and using the object-oriented features of Rust to build robust Rust applications in no time. Only a basic knowledge of programming is required, preferably in C or C++. To understand this book, it's enough to know what integers and floating-point numbers are, and to distinguish identifiers from string literals. After reading this book, you'll be ready to build Rust applications. What You'll Learn Get started programming with Rust Understand heterogeneous data structures and data sequences Define functions, generic functions, structs, and more Work with closures, changeable strings, ranges and slices Use traits and learn about lifetimes Who This Book Is For Those who are new to Rust and who have at least some prior experience with programming in general: some C/C++ is recommended particularly.

This is not your typical programming book! Jump right in with interesting, useful programs, some of which are drawn from classic computer science problems as a way of talking about the programming constructs in the language rather than explaining everything in a dry, theoretical manner that doesn ' t translate well to implementation. Rust programming has been the "most loved programming language" in the Stack Overflow Developer Survey every year since 2016! Learn why programmers are using Rust due to it's performance and efficiency, without the errors and crashes that a programmer would find in common languages such as C and C++. Built around solving real problems, this book will help introduce you to computer science problems that can be built upon to create solutions for other problems. LEARN BY DOING: This book will focus on a practical approach to learning Rust. You will learn all of the language fundamentals through the use of programming examples that do interesting things! All of the programs covered will be based on a computer science problem or othre interesting problems that can be used as a foundation for demonstrating language syntax, data types and structures, and other features or techniques for developing programs.

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: • Ownership and borrowing, lifetimes, and traits • Using Rust's memory safety guarantees to build fast, safe programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Get familiar with writing programs in the trending new systems programming language that brings together the powerful performance of low-level languages with the advanced features like thread safety in multi-threaded code Key Features Learn the semantics of Rust, which can be significantly different from other programming languages Understand clearly how to work with the Rust compiler which strictly enforces rules that may not be obvious Examples and insights beyond the Rust documentation Book Description Rust is an emerging programming language applicable to areas such as embedded programming, network programming, system programming, and web development. This book will take you from the basics of Rust to a point where your code compiles and does what you intend it to do! This book starts with an introduction to Rust and how to get set for programming, including the rustup and cargo tools for managing a Rust installation and development workflow. Then you'll learn about the fundamentals of structuring a Rust program, such as functions, mutability, data structures, implementing behavior for types, and many more. You will also learn about concepts that Rust handles differently from most other languages. After understanding the Basics of Rust programming, you will learn about the core ideas, such as variable ownership, scope, lifetime, and borrowing. After these key ideas, you will explore making decisions in Rust based on data types by learning about match and if let expressions. After that, you'll work with different data types in Rust, and learn about memory management and smart pointers. What you will learn Install Rust and write your first program with it Understand ownership in Rust Handle different data types Make decisions by pattern matching Use smart pointers Use generic types and type specialization Write code that works with many data types Tap into the standard library Who this book is for This book is for people who are new to Rust, either as their first programming language or coming to it from somewhere else. Familiarity with computer programming in any other language will be helpful in getting the best out of this book.

Build projects on exciting topics like game development, virtual reality, web assembly, emulators, GUI, and Linux/kernel development. By the end of the book, you will know how to choose the right framework or library for your needs.

Rust is a new systems programming language that combines the performance and low-level control of C and C++ with memory safety and thread safety. Rust ' s modern, flexible types ensure your program is free of null pointer dereferences, double frees, dangling pointers, and similar bugs, all at compile time, without runtime overhead. In multi-threaded code, Rust catches data races at compile time, making concurrency much easier to use. Written by two experienced systems programmers, this book explains how Rust manages to bridge the gap between performance and safety, and how you can take advantage of it. Topics include: How Rust represents values in memory (with diagrams) Complete explanations of ownership, moves, borrows, and lifetimes Cargo, rustdoc, unit tests, and how to publish your code on crates.io, Rust ' s public package repository High-level features like generic code, closures, collections, and iterators that make Rust productive and flexible Concurrency in Rust: threads, mutexes, channels, and atomics, all much safer to use than in C or C++ Unsafe code, and how to preserve the integrity of ordinary code that uses it Extended examples illustrating how pieces of the language fit together

Harness the Raw Power of the Rust Programming Language and Build High-Performance, Scalable and Fault-Tolerant Applications with the Ultimate Beginners Guide to Rust! Are you interested in learning how to program powerful applications that serve millions of users concurrently without breaking, but have no idea how to begin? Are you currently an object-oriented programmer looking to pivot to functional programming languages? If your answer is yes to any of the questions above, then learning the Rust programming language is one of the best things you can do for your software career! In this comprehensive introduction to the Rust programming language for beginners, Nathan Metzler gives you a complete look under the hood of Rust and shows you how to take advantage of Rust's powerful features from installing Rust on your computer and running your first code to creating scalable applications. Among the pages of Rust Programming for Beginners, you're going to discover: All you need to know about the Rust programming language as a beginner to help you get started on the right foot Step-by-step instructions to install Rust on Windows, macOS, Linux, and FreeBSD with images How to write, compile and execute your first piece of working code with Rust programming language How to build and run projects in rust as well as identify and troubleshoot compile-time and runtime errors A crash course to the basics of Rust language syntax and data types from statements and comments to integers and boolean Programming examples in Rust designed to help you enhance your coding knowledge and sharpen your programming skill with the Rust language ...and tons more! Properly-paced, filler-free, and specifically designed for beginners to Rust, this book is a complete guide to help newbies get up to speed with Rust and is brimming with practical advice to leverage the performance of Rust, as well as code examples to test your knowledge. Ready to master one of the world's most powerful and versatile programming languages? Scroll to the top of the page and click the "Buy Now with 1-Click" button to get started TODAY!

Web frameworks are playing a major role in the creation of today's most compelling web applications, because they automate many of the tedious tasks, allowing developers to instead focus on providing users with creative and powerful features. Java developers have been particularly fortunate in this area, having been able to take advantage of Grails, an open source framework that supercharges productivity when building Java-driven web sites. Grails is based on Groovy, which is a very popular and growing dynamic scripting language for Java developers and was inspired by Python, Ruby, and Smalltalk. Beginning Groovy and Grails is the first introductory book on the Groovy language and its primary web framework, Grails. This book gets you started with Groovy and Grails and culminates in the example and possible application of some real-world projects. You follow along with the development of each project, implementing and running each application while learning new features along the way.

Mastering Rust, Second Edition covers a comprehensive list of topics that will help you gain deeper insights into the language. It will allow you how to create high performing applications effortlessly.

Learn JavaScript from scratch! Packed with numerous examples, JavaScript: Novice to Ninja is a fun, step-by-step and comprehensive introduction to development in JavaScript. Discover how to use JavaScript to solve real-world problems, build smarter forms, track user events, and design eye-catching animations. Learn JavaScript's built-in functions, methods, and properties. Use JavaScript to validate form entries and interact with your users. Understand how to respond to user events and add interactivity to your applications. Create animations that bring your web site to life. Start programming using the DOM And much more!

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