RUST PROGRAMMING TRAINING

SECTION 1 : OVERVIEW OF RUST PROGRAMMIG
- ➢ Introduction
- ➢ Installation and configuring the Rust
- ➢ Overview on Rust Ecosystem
- ➢ Hello World! – Rust
- ➢ What is Cargo Package Manager

SECTION 2 : FUNDAMENTALS OF RUST
- ➢ Variables and Data Types
- ➢ Operators, Declaring and Using Constants
- ➢ Loops and Conditionals
- ➢ Scopes and Functional of Rust
- ➢ Stack and Heap
- ➢ Ownership in RUST

SECTION 3 : CONTROLS AND STRUCTURES
- ➢ Control Flow
  - • If Statements
  - • While and Loop Statement
  - • For Loop and Match Statement
- ➢ Data Structures
  - • Defining Structs
  - • Defining Enumeration
  - • Union
- ➢ Array and String
- ➢ Vectors
- ➢ Tuples
- ➢ Pattern Matching

SECTION 4 : GENERICS AND CONCURRENCY IN RUST
- ➢ Generic Struct and Enum
- ➢ Generic Function
- ➢ Threads and Message Passing
- ➢ Shared State

➢ Extensible Concurrency

SECTION 5 : RUST COLLECTIONS AND POINTERS

➢ Hash Maps

➢ Raw Pointers

➢ Box, Deref, Drop, Rc and RefCell

➢ Functional Programming with Rust

- Closure
- Iterator

SECTION 6 : TRAITS AND LIFETIME OF RUST

➢ What is Traits?

➢ Implementation of Traits

➢ Validation Reference

➢ Operator Overloading?

➢ Dispatch

- Static
- Dynamic

➢ Lifetime Annotation

➢ Generic Lifetime

SECTION 7 : BUILDING MODULES AND CRATES

➢ Define Modules?

➢ Creating Modules

➢ Multiple File Crates

➢ Importing external Crates

➢ Publishing Crates

SECTION 8 : CARGO

➢ What is Cargo?

➢ Cargo Workspace

➢ Cargo Package Modules

SECTION 9 : EXCEPTION HANDLING

➢ Error

- Unrecoverable error
- Recoverable error

➢ Settings

➢ Conditional Panic

➢ Visibility Control using Pub

Contact Info

📞 +91 9884412301 | +91 9884312236

🌐 Know more about **RUST PROGRAMMING**

✉ info@credosystemz.com

🏢 New # 30, Old # 16A, Third Main Road, Rajalakshmi Nagar, Velachery, Chennai (Opp. to MuruganKalyanaMandapam)

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