



Rust Language Cheat Sheet

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Clickable symbols

BK	The Book.
EX	Rust by Example.
STD	Standard Library (API).
NOM	Nomicon.
REF	Reference.
RFC	Official RFC documents.
	The internet .
↑	On this page, above .
↓	On this page, below .

Other symbols

	Largely deprecated .
'18	Has minimum edition requirement.
	Requires Rust nightly (or is incomplete).
	Intentionally wrong example or pitfall .
	Slightly esoteric , rarely used or advanced.
	Something with outstanding utility .
?	Is missing good link or explanation.
	Opinionated .

Data Structures

Data types and memory locations defined via keywords.

Example	Explanation
<code>struct S {}</code>	Define a struct ^{BK EX STD REF} with named fields.
<code>struct S { x: T }</code>	Define struct with named field <code>x</code> of type <code>T</code> .
<code>struct S(T);</code>	Define "tupled" struct with numbered field <code>.0</code> of type <code>T</code> .
<code>struct S;</code>	Define zero sized ^{NOM} unit struct. Occupies no space, optimized away.
<code>enum E {}</code>	Define an enum , ^{BK EX REF} c. algebraic data types, tagged unions .
<code>enum E { A, B(), C {} }</code>	Define variants of enum; can be unit- <code>A</code> , tuple- <code>B()</code> and struct-like <code>C{}.</code>
<code>enum E { A = 1 }</code>	If variants are only unit-like, allow discriminant values , ^{REF} e.g., for FFI.
<code>enum E {}</code>	Enum w/o variants is uninhabited , ^{REF} can't be instantiated, c. 'never' [↓] [🚫]
<code>union U {}</code>	Unsafe C-like union ^{REF} for FFI compatibility. [🚫]
<code>static X: T = T();</code>	Global variable ^{BK EX REF} with ' <code>static</code> ' lifetime, single memory location.
<code>const X: T = T();</code>	Defines constant , ^{BK EX REF} copied into a temporary when used.
<code>let x: T;</code>	Allocate <code>T</code> bytes on stack ¹ bound as <code>x</code> . Assignable once, not mutable.
<code>let mut x: T;</code>	Like <code>let</code> , but allow for mutability ^{BK EX} and mutable borrow. ²
<code>x = y;</code>	Moves <code>y</code> to <code>x</code> , invalidating <code>y</code> if <code>T</code> is not Copy , ^{STD} and copying <code>y</code> otherwise.

¹ **Bound variables** ^{BK EX REF} live on stack for synchronous code. In `async {}` they become part of `async`'s state machine, may reside on heap.

² Technically *mutable* and *immutable* are misnomer. Immutable binding or shared reference may still contain `Cell` ^{STD}, giving *interior mutability*.

Creating and accessing data structures; and some more *sigilic* types.

Example	Explanation
<code>S { x: y }</code>	Create <code>struct S {}</code> or <code>use'd enum E::S {}</code> with field <code>x</code> set to <code>y</code> .
<code>S { x }</code>	Same, but use local variable <code>x</code> for field <code>x</code> .
<code>S { ..s }</code>	Fill remaining fields from <code>s</code> , esp. useful with <code>Default::default()</code> . ^{STD}
<code>S { 0: x }</code>	Like <code>S (x)</code> below, but set field <code>.0</code> with struct syntax.
<code>S(x)</code>	Create <code>struct S(T)</code> or <code>use'd enum E::S()</code> with field <code>.0</code> set to <code>x</code> .
<code>S</code>	If <code>S</code> is unit <code>struct S;</code> or <code>use'd enum E::S</code> create value of <code>S</code> .
<code>E::C { x: y }</code>	Create enum variant <code>C</code> . Other methods above also work.
<code>()</code>	Empty tuple, both literal and type, aka unit . ^{STD}
<code>(x)</code>	Parenthesized expression.
<code>(x,)</code>	Single-element tuple expression. ^{EX STD REF}
<code>(S,)</code>	Single-element tuple type.
<code>[S]</code>	Array type of unspecified length, i.e., slice . ^{EX STD REF} Can't live on stack. *
<code>[S; n]</code>	Array type ^{EX STD REF} of fixed length <code>n</code> holding elements of type <code>S</code> .
<code>[x; n]</code>	Array instance ^{REF} (expression) with <code>n</code> copies of <code>x</code> .
<code>[x, y]</code>	Array instance with given elements <code>x</code> and <code>y</code> .
<code>x[0]</code>	Collection indexing, here w. <code>usize</code> . Implementable with Index , IndexMut .
<code>x[..]</code>	Same, via range (here <i>full range</i>), also <code>x[a..b]</code> , <code>x[a..=b]</code> , ... <code>c</code> . below.
<code>a..b</code>	Right-exclusive range ^{STD REF} creation, e.g., <code>1..3</code> means <code>1</code> , <code>2</code> .
<code>..b</code>	Right-exclusive range to ^{STD} without starting point.
<code>..=b</code>	Inclusive range to ^{STD} without starting point.
<code>a..=b</code>	Inclusive range , ^{STD} <code>1..=3</code> means <code>1</code> , <code>2</code> , <code>3</code> .
<code>a..</code>	Range from ^{STD} without ending point.
<code>..</code>	Full range , ^{STD} usually means <i>the whole collection</i> .
<code>s.x</code>	Named field access , ^{REF} might try to Deref if <code>x</code> not part of type <code>S</code> .
<code>s.0</code>	Numbered field access, used for tuple types <code>S(T)</code> .

* For now, ^{RFC} pending completion of [tracking issue](#).

References & Pointers

Granting access to un-owned memory. Also see section on Generics & Constraints.

Example	Explanation
<code>&S</code>	Shared reference ^{BK STD NOM REF} (type; space for holding <i>any</i> <code>&s</code>).
<code>&[S]</code>	Special slice reference that contains (address, count).
<code>&str</code>	Special string slice reference that contains (address, byte_length).
<code>&mut S</code>	Exclusive reference to allow mutability (also <code>&mut [S]</code> , <code>&mut dyn S</code> , ...).
<code>&dyn T</code>	Special trait object ^{BK} reference that contains (address, vtable).
<code>&s</code>	Shared borrow ^{BK EX STD} (e.g., address, len, vtable, ... of <i>this</i> <code>s</code> , like <code>0x1234</code>).
<code>&mut s</code>	Exclusive borrow that allows mutability . ^{EX}
<code>*const S</code>	Immutable raw pointer type ^{BK STD REF} w/o memory safety.

<code>*mut S</code>	Mutable raw pointer type w/o memory safety.
<code>&raw const s</code>	Create raw pointer w/o going through reference; c. <code>ptr: addr_of!()</code> <small>STD 🚧 ⚠️</small>
<code>&raw mut s</code>	Same, but mutable. 🚧 Raw ptrs. are needed for unaligned, packed fields. ⚠️
<code>ref s</code>	Bind by reference , <small>EX</small> makes binding reference type. 🗑️
<code>let ref r = s;</code>	Equivalent to <code>let r = &s</code> .
<code>let S { ref mut x } = s;</code>	Mutable ref binding (<code>let x = &mut s.x</code>), shorthand destructuring [↓] version.
<code>*r</code>	Dereference <small>BK STD NOM</small> a reference <code>r</code> to access what it points to.
<code>*r = s;</code>	If <code>r</code> is a mutable reference, move or copy <code>s</code> to target memory.
<code>s = *r;</code>	Make <code>s</code> a copy of whatever <code>r</code> references, if that is <code>Copy</code> .
<code>s = *r;</code>	Won't work 🚫 if <code>*r</code> is not <code>Copy</code> , as that would move and leave empty place.
<code>s = *my_box;</code>	Special case🔗 for <code>Box</code> <small>STD</small> that can also move out b'ed content that isn't <code>Copy</code> .
<code>'a</code>	A lifetime parameter , <small>BK EX NOM REF</small> duration of a flow in static analysis.
<code>&'a S</code>	Only accepts address of some <code>s</code> ; address existing <code>'a</code> or longer.
<code>&'a mut S</code>	Same, but allow address content to be changed.
<code>struct S<'a> {}</code>	Signals this <code>S</code> will contain address with lifetime <code>'a</code> . Creator of <code>S</code> decides <code>'a</code> .
<code>trait T<'a> {}</code>	Signals any <code>S</code> , which <code>impl T for S</code> , might contain address.
<code>fn f<'a>(t: &'a T)</code>	Signals this function handles some address. Caller decides <code>'a</code> .
<code>'static</code>	Special lifetime lasting the entire program execution.

Functions & Behavior


Define units of code and their abstractions.

Example	Explanation
<code>trait T {}</code>	Define a trait ; <small>BK EX REF</small> common behavior types can adhere to.
<code>trait T : R {}</code>	<code>T</code> is subtrait of supertrait <small>BK EX REF</small> <code>R</code> . Any <code>S</code> must <code>impl R</code> before it can <code>impl T</code> .
<code>impl S {}</code>	Implementation <small>REF</small> of functionality for a type <code>S</code> , e.g., methods.
<code>impl T for S {}</code>	Implement trait <code>T</code> for type <code>S</code> ; specifies <i>how exactly</i> <code>S</code> acts like <code>T</code> .
<code>impl !T for S {}</code>	Disable an automatically derived auto trait . <small>NOM REF 🚧 ⚠️</small>
<code>fn f() {}</code>	Definition of a function ; <small>BK EX REF</small> or associated function if inside <code>impl</code> .
<code>fn f() → S {}</code>	Same, returning a value of type <code>S</code> .
<code>fn f(&self) {}</code>	Define a method , <small>BK EX REF</small> e.g., within an <code>impl S {}</code> .
<code>struct S(T);</code>	More arcanelly, <i>also</i> [†] defines <code>fn S(x: T) → S</code> constructor function . <small>RFC ⚠️</small>
<code>const fn f() {}</code>	Constant <code>fn</code> usable at compile time, e.g., <code>const X: u32 = f(Y)</code> . ¹⁸
<code>async fn f() {}</code>	Async <small>REF</small> ¹⁸ function transformation, [↓] makes <code>f</code> return an <code>impl Future</code> . <small>STD</small>
<code>async fn f() → S {}</code>	Same, but make <code>f</code> return an <code>impl Future<Output=S></code> .
<code>async { x }</code>	Used within a function, make <code>{ x }</code> an <code>impl Future<Output=X></code> .
<code>fn() → S</code>	Function pointers , <small>BK STD REF</small> memory holding address of a callable.
<code>Fn() → S</code>	Callable Trait <small>BK STD</small> (also <code>FnMut</code> , <code>FnOnce</code>), implemented by closures, <code>fn</code> 's ...
<code> {}</code>	A closure <small>BK EX REF</small> that borrows its captures , [↓] <small>REF</small> (e.g., a local variable).
<code> x {}</code>	Closure accepting one argument named <code>x</code> , body is block expression.

<code> x x + x</code>	Same, without block expression; may only consist of single expression.
<code>move x x + y</code>	Move closure ^{REF} taking ownership; i.e., y transferred into closure.
<code>return true</code>	Closures sometimes look like logical ORs (here: return a closure).
<code>unsafe</code>	If you enjoy debugging segfaults Friday night; unsafe code . ^{↓ BK EX NOM REF}
<code>unsafe fn f() {}</code>	Means "calling can cause UB, [↓] YOU must check requirements ".
<code>unsafe trait T {}</code>	Means "careless impl. of T can cause UB; implementor must check ".
<code>unsafe { f(); }</code>	Guarantees to compiler " I have checked requirements, trust me ".
<code>unsafe impl T for S {}</code>	Guarantees S is well-behaved w.r.t T; people may use T on S safely.

Control Flow

Control execution within a function.

Example	Explanation
<code>while x {}</code>	Loop , ^{REF} run while expression x is true.
<code>loop {}</code>	Loop indefinitely ^{REF} until <code>break</code> . Can yield value with <code>break x</code> .
<code>for x in collection {}</code>	Syntactic sugar to loop over iterators . ^{BK STD REF}
<code>collection.into_iter()</code>	Effectively converts any IntoIterator ^{STD} type into proper iterator first.
<code>iterator.next()</code>	On proper Iterator ^{STD} then <code>x = next()</code> until exhausted (first <code>None</code>).
<code>if x {} else {}</code>	Conditional branch ^{REF} if expression is true.
<code>'label: {}</code>	Block label , ^{RFC} can be used with <code>break</code> to exit out of this block. ^{1.65+}
<code>'label: loop {}</code>	Similar loop label , ^{EX REF} useful for flow control in nested loops.
<code>break</code>	Break expression ^{REF} to exit a labelled block or loop.
<code>break 'label x</code>	Break out of block or loop named <code>'label</code> and make x its value.
<code>break 'label</code>	Same, but don't produce any value.
<code>break x</code>	Make x value of the innermost loop (only in actual <code>loop</code>).
<code>continue</code>	Continue expression ^{REF} to the next loop iteration of this loop.
<code>continue 'label</code>	Same but instead of this loop, enclosing loop marked with <code>'label</code> .
<code>x?</code>	If x is <code>Err</code> or <code>None</code> , return and propagate . ^{BK EX STD REF}
<code>x.await</code>	Syntactic sugar to get future, poll, yield . ^{REF '18} Only works inside <code>async</code> .
<code>x.into_future()</code>	Effectively converts any IntoFuture ^{STD} type into proper future first.
<code>future.poll()</code>	On proper Future ^{STD} then <code>poll()</code> and yield flow if <code>Poll::Pending</code> . ^{STD}
<code>return x</code>	Early return ^{REF} from function. More idiomatic is to end with expression.
<code>{ return }</code>	Inside normal {}-blocks <code>return</code> exits surrounding function.
<code> { return }</code>	Within closures <code>return</code> exits that closure only, i.e., closure is s. function.
<code>async { return }</code>	Inside <code>async</code> a return only ^{REF}  exits that {}, i.e., <code>async {}</code> is s. function.
<code>f()</code>	Invoke callable f (e.g., a function, closure, function pointer, <code>Fn</code> , ...).
<code>x.f()</code>	Call member function, requires f takes <code>self</code> , <code>&self</code> , ... as first argument.
<code>X::f(x)</code>	Same as <code>x.f()</code> . Unless <code>impl Copy for X {}</code> , f can only be called once.
<code>X::f(&x)</code>	Same as <code>x.f()</code> .
<code>X::f(&mut x)</code>	Same as <code>x.f()</code> .

<code>S :: f(&x)</code>	Same as <code>x.f()</code> if <code>x</code> derefs to <code>S</code> , i.e., <code>x.f()</code> finds methods of <code>S</code> .
<code>T :: f(&x)</code>	Same as <code>x.f()</code> if <code>x impl T</code> , i.e., <code>x.f()</code> finds methods of <code>T</code> if in scope.
<code>X :: f()</code>	Call associated function, e.g., <code>X :: new()</code> .
<code><X as T> :: f()</code>	Call trait method <code>T :: f()</code> implemented for <code>X</code> .

Organizing Code

Segment projects into smaller units and minimize dependencies.

Example	Explanation
<code>mod m {}</code>	Define a module , BK EX REF get definition from inside <code>{}</code> . [↓]
<code>mod m;</code>	Define a module, get definition from <code>m.rs</code> or <code>m/mod.rs</code> . [↓]
<code>a :: b</code>	Namespace path EX REF to element <code>b</code> within <code>a</code> (<code>mod</code> , <code>enum</code> , ...).
<code>:: b</code>	Search <code>b</code> in crate root '15 REF or external prelude ; '18 REF global path . REF
<code>crate :: b</code>	Search <code>b</code> in crate root. '18
<code>self :: b</code>	Search <code>b</code> in current module.
<code>super :: b</code>	Search <code>b</code> in parent module.
<code>use a :: b;</code>	Use EX REF <code>b</code> directly in this scope without requiring <code>a</code> anymore.
<code>use a :: {b, c};</code>	Same, but bring <code>b</code> and <code>c</code> into scope.
<code>use a :: b as x;</code>	Bring <code>b</code> into scope but name <code>x</code> , like <code>use std::error::Error as E</code> .
<code>use a :: b as _;</code>	Bring <code>b</code> anonymously into scope, useful for traits with conflicting names.
<code>use a :: *;</code>	Bring everything from <code>a</code> in, only recommended if <code>a</code> is some prelude . STD
<code>pub use a :: b;</code>	Bring <code>a :: b</code> into scope and reexport from here.
<code>pub T</code>	"Public if parent path is public" visibility BK REF for <code>T</code> .
<code>pub(crate) T</code>	Visible at most ¹ in current crate.
<code>pub(super) T</code>	Visible at most ¹ in parent.
<code>pub(self) T</code>	Visible at most ¹ in current module (default, same as no <code>pub</code>).
<code>pub(in a :: b) T</code>	Visible at most ¹ in ancestor <code>a :: b</code> .
<code>extern crate a;</code>	Declare dependency on external crate ; BK REF just <code>use a :: b</code> in '18 .
<code>extern "C" {}</code>	<i>Declare</i> external dependencies and ABI (e.g., <code>"C"</code>) from FFI . BK EX NOM REF
<code>extern "C" fn f() {}</code>	<i>Define</i> function to be exported with ABI (e.g., <code>"C"</code>) to FFI.

¹ Items in child modules always have access to any item, regardless if `pub` or not.

Type Aliases and Casts

Short-hand names of types, and methods to convert one type to another.

Example	Explanation
<code>type T = S;</code>	Create a type alias , BK REF i.e., another name for <code>S</code> .
<code>Self</code>	Type alias for implementing type , REF e.g., <code>fn new() → Self</code> .
<code>self</code>	Method subject in <code>fn f(self) {}</code> , e.g., akin to <code>fn f(self: Self) {}</code> .
<code>&self</code>	Same, but refers to self as borrowed, would equal <code>f(self: &Self)</code>
<code>&mut self</code>	Same, but mutably borrowed, would equal <code>f(self: &mut Self)</code>

<code>self: Box<Self></code>	Arbitrary self type , add methods to smart pointers (<code>my_box.f_of_self()</code>).
<code><S as T></code>	Disambiguate ^{BK REF} type <code>S</code> as trait <code>T</code> , e.g., <code><S as T>::f()</code> .
<code>a :: b as c</code>	In use of symbol, import <code>S</code> as <code>R</code> , e.g., use <code>a :: S as R</code> .
<code>x as u32</code>	Primitive cast , ^{EX REF} may truncate and be a bit surprising. ^{1 NOM}

¹ See **Type Conversions** below for all the ways to convert between types.

Macros & Attributes

Code generation constructs expanded before the actual compilation happens.

Example	Explanation
<code>m!()</code>	Macro ^{BK STD REF} invocation, also <code>m!{} , m![]</code> (depending on macro).
<code>#[attr]</code>	Outer attribute , ^{EX REF} annotating the following item.
<code>#![attr]</code>	Inner attribute, annotating the <i>upper</i> , surrounding item.

Inside Macros	Explanation
<code>\$x:ty</code>	Macro capture, the <code>:... fragment</code> ^{REF} declares what is allowed for <code>\$x</code> . ¹
<code>\$x</code>	Macro substitution, e.g., use the captured <code>\$x:ty</code> from above.
<code>\$(x),*</code>	Macro repetition ^{REF} <i>zero or more times</i> in macros by example.
<code>\$(x),?</code>	Same, but <i>zero or one time</i> .
<code>\$(x),+</code>	Same, but <i>one or more times</i> .
<code>\$(x)<<+</code>	In fact separators other than <code>,</code> are also accepted. Here: <code><<</code> .

¹ See **Tooling Directives** below for all captures.

Pattern Matching

Constructs found in `match` or `let` expressions, or function parameters.

Example	Explanation
<code>match m {}</code>	Initiate pattern matching , ^{BK EX REF} then use match arms, c. next table.
<code>let S(x) = get();</code>	Notably, <code>let</code> also destructures ^{EX} similar to the table below.
<code>let S { x } = s;</code>	Only <code>x</code> will be bound to value <code>s.x</code> .
<code>let (_, b, _) = abc;</code>	Only <code>b</code> will be bound to value <code>abc.1</code> .
<code>let (a, ..) = abc;</code>	Ignoring 'the rest' also works.
<code>let (.., a, b) = (1, 2);</code>	Specific bindings take precedence over 'the rest', here <code>a</code> is <code>1</code> , <code>b</code> is <code>2</code> .
<code>let s @ S { x } = get();</code>	Bind <code>s</code> to <code>S</code> while <code>x</code> is bound to <code>s.x</code> , pattern binding , ^{BK EX REF} c. below ☹️
<code>let w @ t @ f = get();</code>	Stores 3 copies of <code>get()</code> result in each <code>w</code> , <code>t</code> , <code>f</code> . ☹️
<code>let (x x) = get();</code>	Pathological or-pattern, ¹ not closure. 🚫 Same as <code>let x = get();</code> ☹️
<code>let Some(x) = get();</code>	Won't work 🚫 if pattern can be refuted , ^{REF} use <code>let else</code> or <code>if let</code> instead.
<code>let Some(x) = get() else {};</code>	Assign if possible, ^{RFC} if not <code>else {}</code> w. must break , return , panic! , ... ^{1.65+} 🔥
<code>if let Some(x) = get() {}</code>	Branch if pattern can be assigned (e.g., <code>enum</code> variant), syntactic sugar. *
<code>while let Some(x) = get() {}</code>	Equiv.; here keep calling <code>get()</code> , run <code>{}</code> as long as pattern can be assigned.
<code>fn f(S { x }: S)</code>	Function parameters also work like <code>let</code> , here <code>x</code> bound to <code>s.x</code> of <code>f(s)</code> . ☹️

* Desugars to `match get() { Some(x) => {}, _ => () }`.


Pattern matching arms in `match` expressions. Left side of these arms can also be found in `let` expressions.

Within Match Arm	Explanation
<code>E :: A => {}</code>	Match enum variant <code>A</code> , c. pattern matching . ^{BK EX REF}
<code>E :: B (..) => {}</code>	Match enum tuple variant <code>B</code> , ignoring any index.
<code>E :: C { .. } => {}</code>	Match enum struct variant <code>C</code> , ignoring any field.
<code>S { x: 0, y: 1 } => {}</code>	Match struct with specific values (only accepts <code>s</code> with <code>s.x</code> of <code>0</code> and <code>s.y</code> of <code>1</code>).
<code>S { x: a, y: b } => {}</code>	Match struct with <i>any</i> values and bind <code>s.x</code> to <code>a</code> and <code>s.y</code> to <code>b</code> .
<code>S { x, y } => {}</code>	Same, but shorthand with <code>s.x</code> and <code>s.y</code> bound as <code>x</code> and <code>y</code> respectively.
<code>S { .. } => {}</code>	Match struct with any values.
<code>D => {}</code>	Match enum variant <code>E :: D</code> if <code>D</code> in <code>use</code> .
<code>D => {}</code>	Match anything, bind <code>D</code> ; possibly false friend of <code>E :: D</code> if <code>D</code> not in <code>use</code> .
<code>_ => {}</code>	Proper wildcard that matches anything / "all the rest".
<code>0 1 => {}</code>	Pattern alternatives, or-patterns . ^{RFC}
<code>E :: A E :: Z => {}</code>	Same, but on enum variants.
<code>E :: C {x} E :: D {x} => {}</code>	Same, but bind <code>x</code> if all variants have it.
<code>Some(A B) => {}</code>	Same, can also match alternatives deeply nested.
<code> x x => {}</code>	Pathological or-pattern , leading <code> </code> ignored, is just <code>x x</code> , therefore <code>x</code> .
<code>(a, 0) => {}</code>	Match tuple with any value for <code>a</code> and <code>0</code> for second.
<code>[a, 0] => {}</code>	Slice pattern , ^{REF} match array with any value for <code>a</code> and <code>0</code> for second.
<code>[1, ..] => {}</code>	Match array starting with <code>1</code> , any value for rest; subslice pattern . ^{REF RFC}
<code>[1, .., 5] => {}</code>	Match array starting with <code>1</code> , ending with <code>5</code> .
<code>[1, x @ .., 5] => {}</code>	Same, but also bind <code>x</code> to slice representing middle (c. pattern binding).
<code>[a, x @ .., b] => {}</code>	Same, but match any first, last, bound as <code>a</code> , <code>b</code> respectively.
<code>1 .. 3 => {}</code>	Range pattern , ^{BK EX REF} here matches <code>1</code> and <code>2</code> ; partially unstable. [🚧]
<code>1 ..= 3 => {}</code>	Inclusive range pattern, matches <code>1</code> , <code>2</code> and <code>3</code> .
<code>1 .. => {}</code>	Open range pattern, matches <code>1</code> and any larger number.
<code>x @ 1..=5 => {}</code>	Bind matched to <code>x</code> ; pattern binding , ^{BK EX REF} here <code>x</code> would be <code>1</code> , <code>2</code> , ... or <code>5</code> .
<code>Err(x @ Error {..}) => {}</code>	Also works nested, here <code>x</code> binds to <code>Error</code> , esp. useful with <code>if</code> below.
<code>S { x } if x > 10 => {}</code>	Pattern match guards , ^{BK EX REF} condition must be true as well to match.

Generics & Constraints


Generics combine with type constructors, traits and functions to give your users more flexibility.

Example	Explanation
<code>struct S<T> ...</code>	A generic ^{BK EX} type with a type parameter (<code>T</code> is placeholder name here).
<code>S<T> where T: R</code>	Trait bound , ^{BK EX REF} limits allowed <code>T</code> , guarantees <code>T</code> has <code>R</code> ; <code>R</code> must be trait.
<code>where T: R, P: S</code>	Independent trait bounds , here one for <code>T</code> and one for (not shown) <code>P</code> .
<code>where T: R, S</code>	Compile error, you probably want compound bound <code>R + S</code> below.
<code>where T: R + S</code>	Compound trait bound , ^{BK EX} <code>T</code> must fulfill <code>R</code> and <code>S</code> .

<code>where T: R + 'a</code>	Same, but w. lifetime. <code>T</code> must fulfill <code>R</code> , if <code>T</code> has lifetimes, must outlive <code>'a</code> .
<code>where T: ?Sized</code>	Opt out of a pre-defined trait bound, here <code>Sized</code> . [?]
<code>where T: 'a</code>	Type lifetime bound ; ^{EX} if <code>T</code> has references, they must outlive <code>'a</code> .
<code>where T: 'static</code>	Same; does esp. <i>not</i> mean value <code>t</code> will  live <code>'static</code> , only that it could.
<code>where 'b: 'a</code>	Lifetime <code>'b</code> must live at least as long as (i.e., <i>outlive</i>) <code>'a</code> bound.
<code>where u8: R<T></code>	Also allows you to make conditional statements involving <i>other</i> types. [🦄]
<code>S<T: R></code>	Short hand bound, almost same as above, shorter to write.
<code>S<const N: usize></code>	Generic const bound ; ^{REF} user of type <code>S</code> can provide constant value <code>N</code> .
<code>S<10></code>	Where used, const bounds can be provided as primitive values.
<code>S<{5+5}></code>	Expressions must be put in curly brackets.
<code>S<T = R></code>	Default parameters ; ^{BK} makes <code>S</code> a bit easier to use, but keeps it flexible.
<code>S<const N: u8 = 0></code>	Default parameter for constants; e.g., in <code>f(x: S) {}</code> param <code>N</code> is <code>0</code> .
<code>S<T = u8></code>	Default parameter for types, e.g., in <code>f(x: S) {}</code> param <code>T</code> is <code>u8</code> .
<code>S<'_></code>	Inferred anonymous lifetime ; asks compiler to <i>'figure it out'</i> if obvious.
<code>S<_></code>	Inferred anonymous type , e.g., as <code>let x: Vec<_> = iter.collect()</code>
<code>S::<T></code>	Turbofish ^{STD} call site type disambiguation, e.g., <code>f::<u32>()</code> .
<code>trait T<X> {}</code>	A trait generic over <code>X</code> . Can have multiple <code>impl T for S</code> (one per <code>X</code>).
<code>trait T { type X; }</code>	Defines associated type ^{BK REF RFC} <code>X</code> . Only one <code>impl T for S</code> possible.
<code>trait T { type X<G>; }</code>	Defines generic associated type (GAT), ^{RFC} e.g., <code>X</code> can be generic <code>Vec<></code> . ^{1.65+}
<code>trait T { type X<'a>; }</code>	Defines a GAT generic over a lifetime.
<code>type X = R;</code>	Set associated type within <code>impl T for S { type X = R; }</code> .
<code>type X<G> = R<G>;</code>	Same for GAT, e.g., <code>impl T for S { type X<G> = Vec<G>; }</code> .
<code>impl<T> S<T> {}</code>	Implement <code>fn</code> 's for any <code>T</code> in <code>S<T></code> generically , ^{REF} here <code>T</code> type parameter.
<code>impl S<T> {}</code>	Implement <code>fn</code> 's for exactly <code>S<T></code> inherently , ^{REF} here <code>T</code> specific type, e.g., <code>u8</code> .
<code>fn f() → impl T</code>	Existential types , ^{BK} returns an unknown-to-caller <code>S</code> that <code>impl T</code> .
<code>fn f(x: &impl T)</code>	Trait bound via "impl traits" , ^{BK} somewhat like <code>fn f<S: T>(x: &S)</code> below.
<code>fn f(x: &dyn T)</code>	Invoke <code>f</code> via dynamic dispatch , ^{BK REF} <code>f</code> will not be instantiated for <code>x</code> .
<code>fn f<X: T>(x: X)</code>	Function generic over <code>X</code> , <code>f</code> will be instantiated (' monomorphized ') per <code>x</code> .
<code>fn f() where Self: R;</code>	In <code>trait T {}</code> , make <code>f</code> accessible only on types known to also <code>impl R</code> .
<code>fn f() where Self: Sized;</code>	Using <code>Sized</code> can opt <code>f</code> out of <code>dyn T</code> trait object vtable, enabling trait obj.
<code>fn f() where Self: R {}</code>	Other <code>R</code> useful w. dflt. methods (non dflt. would need be impl'ed anyway).

Higher-Ranked Items [🦄]

Actual types and traits, abstract over something, usually lifetimes.

Example	Explanation
<code>for<'a></code>	Marker for higher-ranked bounds . ^{NOM REF} [🦄]
<code>trait T: for<'a> R<'a> {}</code>	Any <code>S</code> that <code>impl T</code> would also have to fulfill <code>R</code> for any lifetime.
<code>fn(&'a u8)</code>	Function pointer type holding <code>fn</code> callable with specific lifetime <code>'a</code> .
<code>for<'a> fn(&'a u8)</code>	Higher-ranked type ¹  holding <code>fn</code> callable with any <code>lt.</code> ; subtype ⁴ of above.

<code>fn(&'_ u8)</code>	Same; automatically expanded to type <code>for<'a> fn(&'a u8)</code> .
<code>fn(&u8)</code>	Same; automatically expanded to type <code>for<'a> fn(&'a u8)</code> .
<code>dyn for<'a> Fn(&'a u8)</code>	Higher-ranked (trait-object) type, works like <code>fn</code> above.
<code>dyn Fn(&'_ u8)</code>	Same; automatically expanded to type <code>dyn for<'a> Fn(&'a u8)</code> .
<code>dyn Fn(&u8)</code>	Same; automatically expanded to type <code>dyn for<'a> Fn(&'a u8)</code> .

¹ Yes, the `for<>` is part of the type, which is why you write `impl T for for<'a> fn(&'a u8)` below.

Implementing Traits	Explanation
<code>impl<'a> T for fn(&'a u8) {}</code>	For <code>fn</code> . pointer, where call accepts specific <i>lt</i> . <code>'a</code> , impl trait <code>T</code> .
<code>impl T for for<'a> fn(&'a u8) {}</code>	For <code>fn</code> . pointer, where call accepts any <i>lt</i> , impl trait <code>T</code> .
<code>impl T for fn(&u8) {}</code>	Same, short version.

Strings & Chars

Rust has several ways to create textual values.

Example	Explanation
<code>" ... "</code>	String literal , REF , ¹ UTF-8, will interpret the following escapes, ...
<code>"\n\r\t\0\\"</code>	Common escapes REF , e.g., <code>"\n"</code> becomes <i>new line</i> .
<code>"\x36"</code>	ASCII e. REF up to 7f, e.g., <code>"\x36"</code> would become <code>6</code> .
<code>"\u{7fff}"</code>	Unicode e. REF up to 6 digits, e.g., <code>"\u{7fff}"</code> becomes 翻.
<code>r" ... "</code>	Raw string literal. REF , ¹ UTF-8, but won't interpret any escape above.
<code>r#" ... "#</code>	Raw string literal, UTF-8, but can also contain <code>"</code> . Number of <code>#</code> can vary.
<code>b" ... "</code>	Byte string literal; REF , ¹ constructs ASCII <code>[u8]</code> , not a string.
<code>br" ... ", br#" ... "#</code>	Raw byte string literal, ASCII <code>[u8]</code> , combination of the above.
<code>'🦀'</code>	Character literal, REF fixed 4 byte unicode <code>'char'</code> . STD
<code>b'x'</code>	ASCII byte literal, REF a single <code>u8</code> byte.

¹ Supports multiple lines out of the box. Just keep in mind `Debug`¹ (e.g., `dbg!(x)` and `println!("{x:?}")`) might render them as `\n`, while `Display`¹ (e.g., `println!("{x}")`) renders them *proper*.

Documentation

Debuggers hate him. Avoid bugs with this one weird trick.

Example	Explanation
<code>///</code>	Outer line doc comment , ¹ BK EX REF use these on types, traits, functions, ...
<code>//!</code>	Inner line doc comment, mostly used at start of file to document module.
<code>//</code>	Line comment, use these to document code flow or <i>internals</i> .
<code>/* ... */</code>	Block comment. ² 🗑️
<code>/** ... */</code>	Outer block doc comment. ² 🗑️
<code>/*! ... */</code>	Inner block doc comment. ² 🗑️

¹ [Tooling Directives](#) outline what you can do inside doc comments.

² Generally discouraged due to bad UX. If possible use equivalent line comment instead with IDE support.

Miscellaneous

These sigils did not fit any other category but are good to know nonetheless.

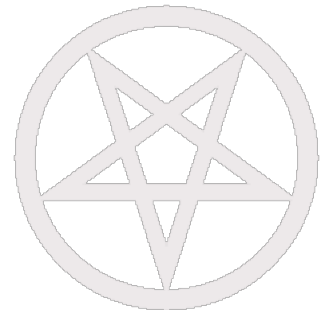
Example	Explanation
<code>!</code>	Always empty never type . ^{BK EX STD REF}
<code>fn f() → ! {}</code>	Function that never returns; compat. with any type e.g., <code>let x: u8 = f();</code>
<code>fn f() → Result<(), !> {}</code>	Function that must return <code>Result</code> but signals it can never <code>Err</code> . 🚫
<code>fn f(x: !) {}</code>	Function that exists, but can never be called. Not very useful. 🚫
<code>_</code>	Unnamed wildcard ^{REF} variable binding, e.g., <code> x, _ {}</code> .
<code>let _ = x;</code>	Unnamed assignment is no-op, does not 🚫 move out <code>x</code> or preserve scope!
<code>_ = x;</code>	You can assign <i>anything</i> to <code>_</code> without <code>let</code> , i.e., <code>_ = ignore_error();</code> ^{1.59+} 🔥
<code>_x</code>	Variable binding explicitly marked as unused.
<code>1_234_567</code>	Numeric separator for visual clarity.
<code>1_u8</code>	Type specifier for numeric literals ^{EX REF} (also <code>i8</code> , <code>u16</code> , ...).
<code>0xBEEF, 0o777, 0b1001</code>	Hexadecimal (<code>0x</code>), octal (<code>0o</code>) and binary (<code>0b</code>) integer literals.
<code>r#foo</code>	A raw identifier ^{BK EX} for edition compatibility. 🚫
<code>x;</code>	Statement ^{REF} terminator, c. expressions ^{EX REF}

Common Operators

Rust supports most operators you would expect (`+`, `*`, `%`, `=`, `==`, ...), including **overloading**. ^{STD} Since they behave no differently in Rust we do not list them here.

Behind the Scenes

Arcane knowledge that may do terrible things to your mind, highly recommended.



The Abstract Machine

Like `C` and `C++`, Rust is based on an *abstract machine*.

Overview

Misconceptions

Rust

 →

CPU

Misleading.

Rust

 →

Abstract Machine

 →

CPU

Correct.

With rare exceptions you are never 'allowed to reason' about the actual CPU. You write code for an *abstracted* CPU. Rust then (sort of) understands what you want, and translates that into actual RISC-V / x86 / ... machine code.

This *abstract machine*

- is not a runtime, and does not have any runtime overhead, but is a *computing model abstraction*,
- contains concepts such as memory regions (*stack*, ...), execution semantics, ...
- *knows* and *sees* things your CPU might not care about,
- is de-facto a contract between you and the compiler,
- and **exploits all of the above for optimizations.**

Language Sugar

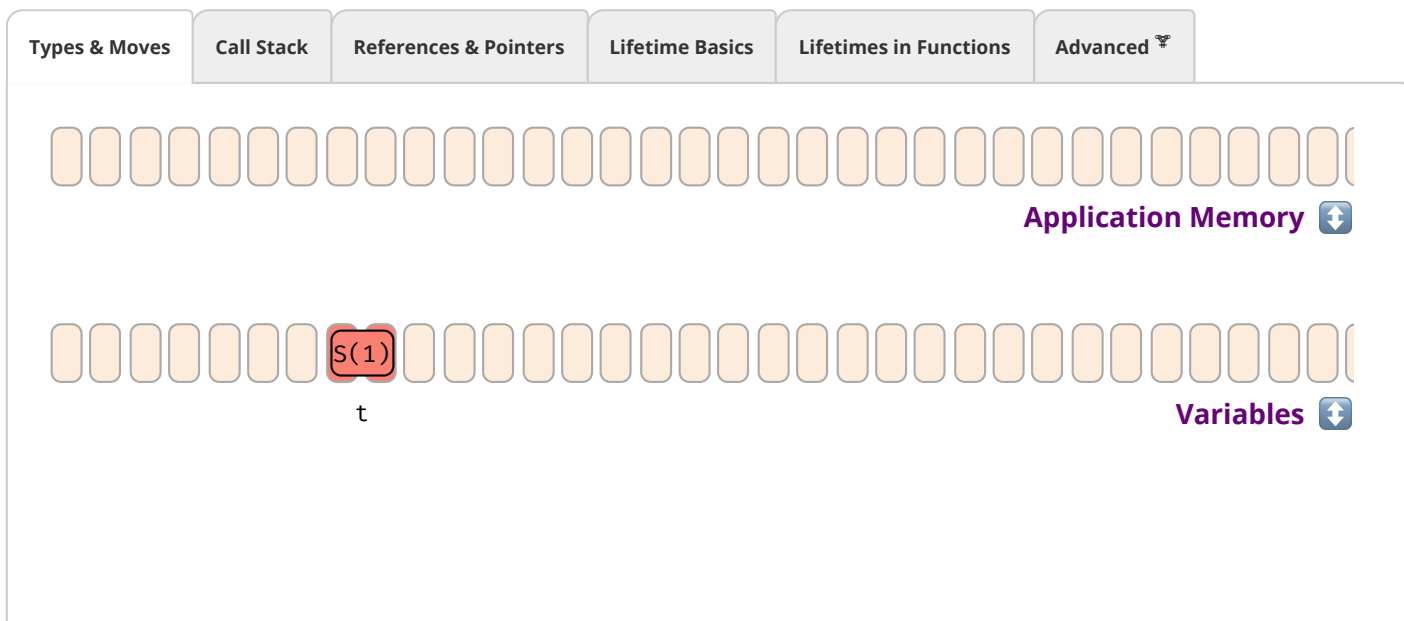
If something works that "shouldn't work now that you think about it", it might be due to one of these.

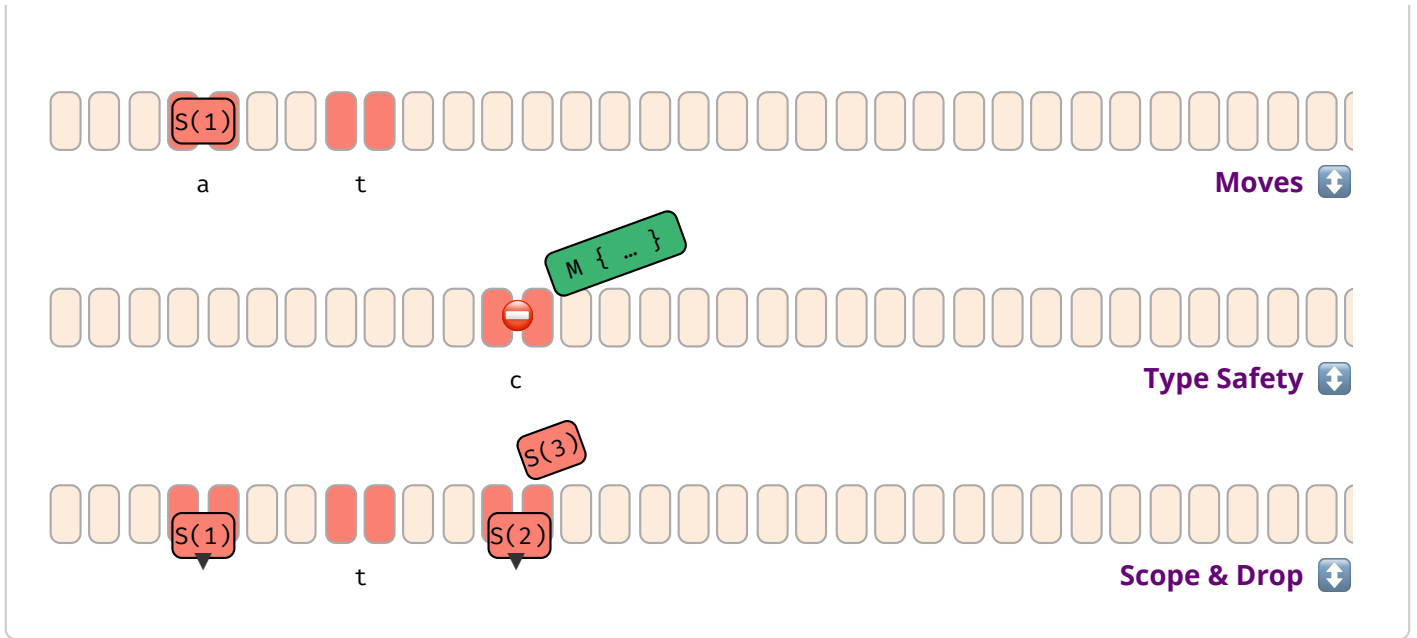
Name	Description
Coercions <small>NOM</small>	<i>Weakens</i> types to match signature, e.g., <code>&mut T</code> to <code>&T</code> ; <i>c. type conversions</i> . [↓]
Deref <small>NOM</small>	<i>Derefs</i> <code>x: T</code> until <code>*x</code> , <code>**x</code> , ... compatible with some target <code>S</code> .
Prelude <small>STD</small>	Automatic import of basic items, e.g., <code>Option</code> , <code>drop()</code> , ...
Reborrow	Since <code>x: &mut T</code> can't be copied; moves new <code>&mut *x</code> instead.
Lifetime Elision <small>BK NOM REF</small>	Allows you to write <code>f(x: &T)</code> , instead of <code>f<'a>(x: &'a T)</code> , for brevity.
Method Resolution <small>REF</small>	Derefs or borrow <code>x</code> until <code>x.f()</code> works.
Match Ergonomics <small>RFC</small>	Repeatedly dereferences <i>scrutinee</i> and adds <code>ref</code> and <code>ref mut</code> to bindings.
Rvalue Static Promotion <small>RFC</small>	Makes references to constants <code>'static</code> , e.g., <code>&42</code> , <code>&None</code> , <code>&mut []</code> .
Dual Definitions <small>RFC</small>	Defining one thing (e.g., <code>struct S(u8)</code>) implicitly def. another (e.g., <code>fn S</code>).

Opinion — These features make your life easier *using* Rust, but stand in the way of *learning* it. If you want to develop a *genuine understanding*, spend some extra time exploring them.

Memory & Lifetimes

An illustrated guide to moves, references and lifetimes.





Examples expand by clicking.

Memory Layout

Byte representations of common types.

Basic Types

Essential types built into the core of the language.

Numeric Types ^{REF}

u8, i8



u16, i16



u32, i32



u64, i64



u128, i128



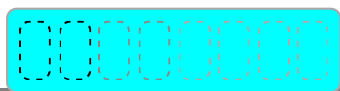
f32



f64



usize, isize



Same as ptr on platform.

- Unsigned Types
- Signed Types
- Float Types [?]
- Casting Pitfalls [!]
- Arithmetic Pitfalls [!]

Type	Max Value
u8	255
u16	65_535
u32	4_294_967_295
u64	18_446_744_073_709_551_615
u128	340_282_366_920_938_463_463_374_607_431_768_211_455
usize	Depending on platform pointer size, same as u16, u32, or u64.

¹ Expression `_100` means anything that might contain the value `100`, e.g., `100_i32`, but is opaque to compiler.

^d Debug build.

^r Release build.

Textual Types ^{REF}

char



Any Unicode scalar.

str



Rarely seen alone, but as `&str` instead.

Basics

Usage

Encoding [?]

Type	Description
char	Always 4 bytes and only holds a single Unicode scalar value [🔗] .
str	An u8 -array of unknown length guaranteed to hold UTF-8 encoded code points .

Custom Types

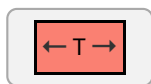
Basic types definable by users. Actual **layout** ^{REF} is subject to **representation**, ^{REF} padding can be present.

T



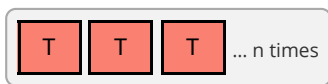
Sized [↓]

T: ?Sized



Maybe DST [↓]

[T; n]



Fixed array of n elements.

[T]



Slice type of unknown-many elements. Neither **Sized** (nor carries `len` information), and most often lives behind reference as `&[T]`. [↓]

```
struct S;
```



Zero-Sized ↓

```
(A, B, C)
```



or maybe

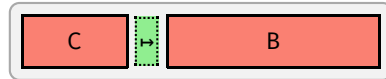


Unless a representation is forced (e.g., via `#[repr(C)]`), type layout unspecified.

```
struct S { b: B, c: C }
```



or maybe



Compiler may also add padding.

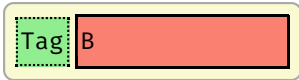
Also note, two types `A(X, Y)` and `B(X, Y)` with exactly the same fields can still have differing layout; never `transmute()` ^{STD} without representation guarantees.

These **sum types** hold a value of one of their sub types:

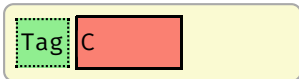
```
enum E { A, B, C }
```



exclusive or

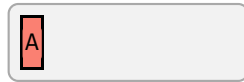


exclusive or



Safely holds A or B or C, also called 'tagged union', though compiler may squeeze tag into 'unused' bits.

```
union { ... }
```



unsafe or



unsafe or

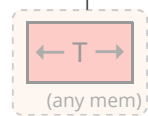


Can unsafely reinterpret memory. Result might be undefined.

References & Pointers

References give safe access to 3rd party memory, raw pointers `unsafe` access. The corresponding `mut` types have an identical data layout to their immutable counterparts.

```
&'a T
```



Must target some valid `t` of `T`, and any such target must exist for at least `'a`.

```
*const T
```



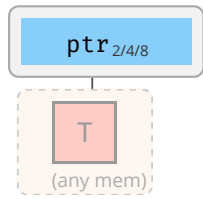
No guarantees.

Pointer Meta

Many reference and pointer types can carry an extra field, **pointer metadata**. ^{STD} It can be the element- or byte-length of the

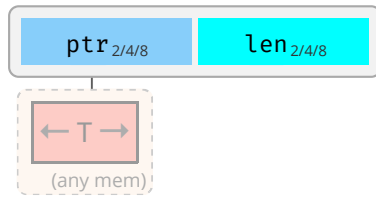
target, or a pointer to a *vtable*. Pointers with meta are called **fat**, otherwise **thin**.

`&'a T`



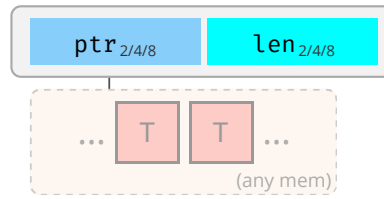
No meta for sized target. (pointer is thin).

`&'a T`



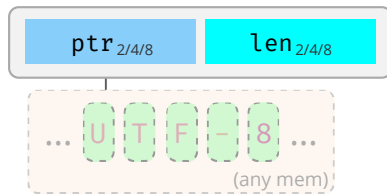
If `T` is a DST `struct` such as `S { x: [u8] }` meta field `len` is count of dyn. sized content.

`&'a [T]`



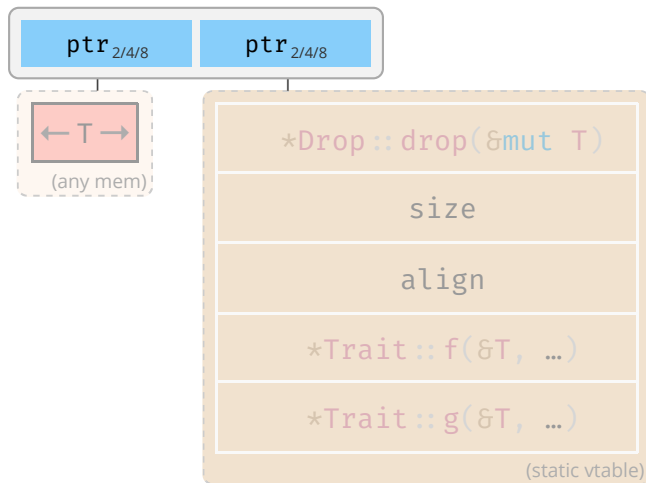
Regular **slice reference** (i.e., the reference type of a slice type `[T]`)[†] often seen as `&[T]` if `'a` elided.

`&'a str`



String slice reference (i.e., the reference type of string type `str`), with meta `len` being byte length.

`&'a dyn Trait`



Meta points to vtable, where `*Drop::drop()`, `*Trait::f()`, ... are pointers to their respective `impl` for `T`.

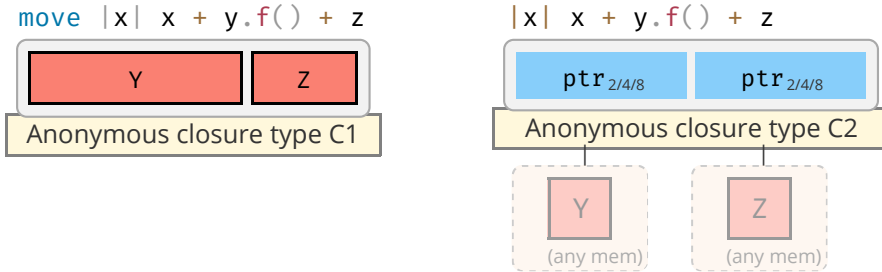
Closures

Ad-hoc functions with an automatically managed data block **capturing**^{REF, 1} environment where closure was defined. For example, if you had:

```
let y = ... ;
let z = ... ;

with_closure(move |x| x + y.f() + z); // y and z are moved into closure instance (of type C1)
with_closure(|x| x + y.f() + z); // y and z are pointed at from closure instance (of type C2)
```

Then the generated, anonymous closures types C1 and C2 passed to `with_closure()` would look like:



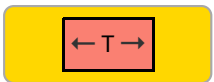
Also produces anonymous `fn` such as `f_c1(C1, X)` or `f_c2(&C2, X)`. Details depend on which `FnOnce`, `FnMut`, `Fn` ... is supported, based on properties of captured types.

¹ A bit oversimplified a closure is a convenient-to-write 'mini function' that accepts parameters *but also* needs some local variables to do its job. It is therefore a type (containing the needed locals) and a function. 'Capturing the environment' is a fancy way of saying that and how the closure type holds on to these locals, either *by moved value*, or *by pointer*. See [Closures in APIs](#) ⁴ for various implications.

Standard Library Types

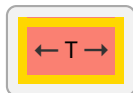
Rust's standard library combines the above primitive types into useful types with special semantics, e.g.:

UnsafeCell<T>



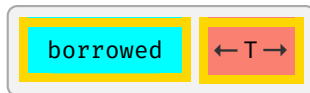
Magic type allowing aliased mutability.

Cell<T>



Allows `T`'s to move in and out.

RefCell<T>



Also support dynamic borrowing of `T`. Like `Cell` this is `Send`, but not `Sync`.

ManuallyDrop<T>



Prevents `T::drop()` from being called.

AtomicUsize

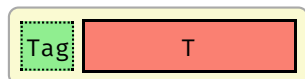


Other atomic similarly.

Option<T>

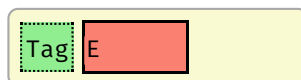


or

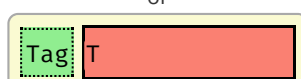


Tag may be omitted for certain `T`, e.g., `NonNull`.

Result<T, E>

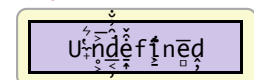


or

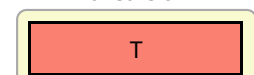


Either some error `E` or value of `T`.

MaybeUninit<T>^{STD}



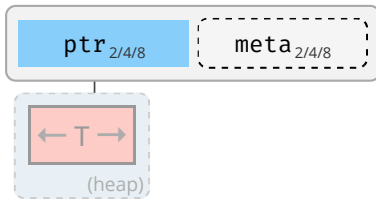
unsafe or



Uninitialized memory or some `T`. Only legal way to work with uninit data.

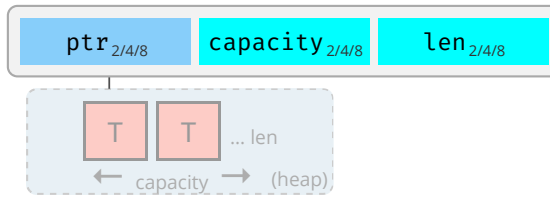
Order-Preserving Collections

Box<T>



For some `T` stack proxy may carry `meta` (e.g., `Box<[T]>`).

Vec<T>



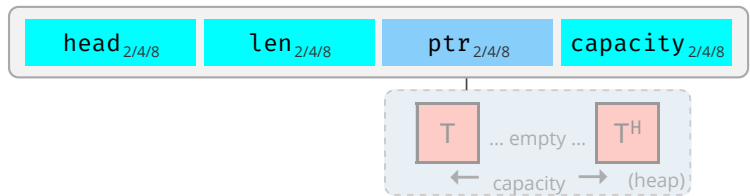
Regular *growable array* vector of single type.

LinkedList<T>



Elements `head` and `tail` both `null` or point to nodes on the heap. Each node can point to its `prev` and `next` node. Eats your cache (just look at the thing!); don't use unless you evidently must.

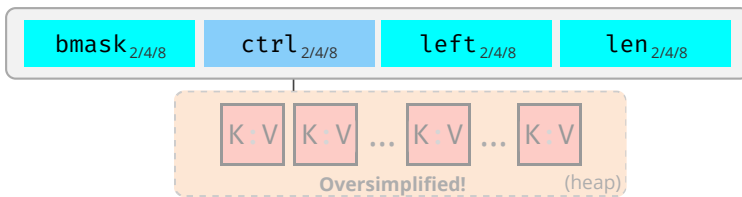
VecDeque<T>



Index `head` selects in array-as-ringbuffer. This means content may be non-contiguous and empty in the middle, as exemplified above.

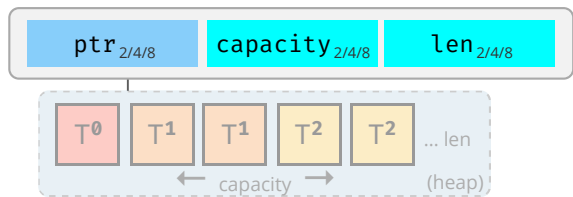
Other Collections

HashMap<K, V>



Stores keys and values on heap according to hash value, `SwissTable` implementation via `hashbrown`. `HashSet` identical to `HashMap`, just type `v` disappears. Heap view grossly oversimplified.

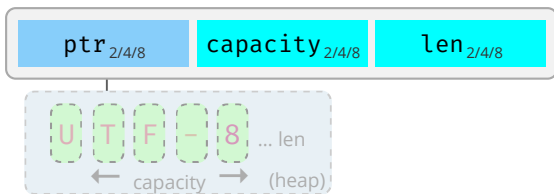
BinaryHeap<T>



Heap stored as array with 2^n elements per layer. Each `T` can have 2 children in layer below. Each `T` larger than its children.

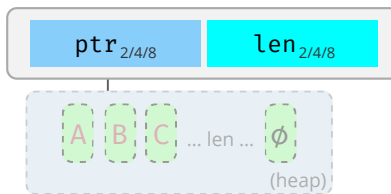
Owned Strings

String



Observe how `String` differs from `&str` and `&[char]`.

CString



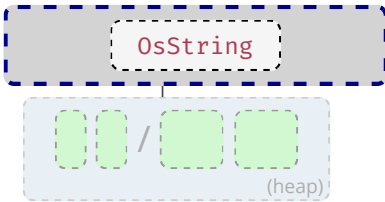
NUL-terminated but w/o NUL in middle.

OsString



Encapsulates how operating system represents strings (e.g., `UTF-8` on Windows).

PathBuf

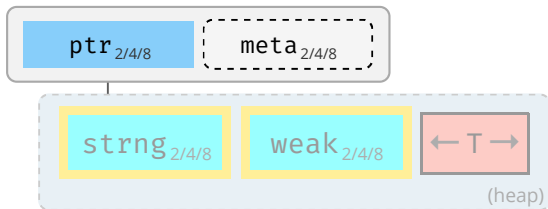


Encapsulates how operating system represents paths.

Shared Ownership

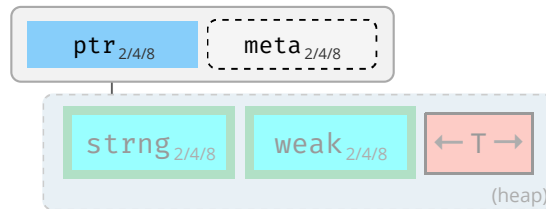
If the type does not contain a `Cell` for `T`, these are often combined with one of the `Cell` types above to allow shared de-facto mutability.

Rc<T>



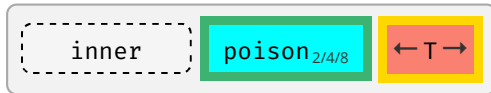
Share ownership of `T` in same thread. Needs nested `Cell` or `RefCell` to allow mutation. Is neither `Send` nor `Sync`.

Arc<T>



Same, but allow sharing between threads IF contained `T` itself is `Send` and `Sync`.

Mutex<T> / RwLock<T>



Inner fields depend on platform. Needs to be held in `Arc` to be shared between decoupled threads, or via `scope()` for scoped threads.

Standard Library

One-Liners

Snippets that are common, but still easy to forget. See [Rust Cookbook](#) for more.

Strings	I/O	Macros	Esoterics [⚡]
Intent Snippet			
Concatenate strings (any <code>Display</code> that is). ^{1 '21}			
		<code>format!("{x}{y}")</code>	
Append string (any <code>Display</code> to any <code>Write</code>). ^{'21}			
		<code>write!(x, "{y}")</code>	
Split by separator pattern. ^{STD} 🔗			
		<code>s.split(pattern)</code>	

... with <code>&str</code>	<code>s.split("abc")</code>
... with <code>char</code>	<code>s.split('/')</code>
... with closure	<code>s.split(char::is_numeric)</code>
Split by whitespace.	<code>s.split_whitespace()</code>
Split by newlines.	<code>s.lines()</code>
Split by regular expression. ²	<code>Regex::new(r"\s")?.split("one two three")</code>

¹ Allocates; if `x` or `y` are not going to be used afterwards consider using `write!` or `std::ops::Add`.

² Requires `regex` crate.

Thread Safety

Examples	Send*	!Send
Sync*	<i>Most types ...</i> <code>Arc<T></code> ^{1,2} , <code>Mutex<T></code> ²	<code>MutexGuard<T></code> ¹ , <code>RwLockReadGuard<T></code> ¹
!Sync	<code>Cell<T></code> ² , <code>RefCell<T></code> ²	<code>Rc<T></code> , <code>&dyn Trait</code> , <code>*const T</code> ³ , <code>*mut T</code> ³

* An instance `t` where `T: Send` can be moved to another thread, a `T: Sync` means `&t` can be moved to another thread.

¹ If `T` is `Sync`.

² If `T` is `Send`.

³ If you need to send a raw pointer, create newtype `struct Ptr(*const u8)` and `unsafe impl Send for Ptr {}`. Just ensure you *may* send it.

Iterators

Usage

Creating Iterators

Providing Iterators

Basics

Assume you have a collection `c` of type `C`:

- `c.into_iter()` — Turns collection `c` into an **Iterator** ^{STD} `i` and **consumes*** `c`. Requires **IntoIterator** ^{STD} for `C` to be implemented. Type of item depends on what `C` was. 'Standardized' way to get Iterators.
- `c.iter()` — Courtesy method **some** collections provide, returns **borrowing** Iterator, doesn't consume `c`.
- `c.iter_mut()` — Same, but **mutably borrowing** Iterator that allow collection to be changed.

The Iterator

Once you have an `i`:

- `i.next()` — Returns `Some(x)` next element `c` provides, or `None` if we're done.

For Loops

- `for x in c {}` — Syntactic sugar, calls `c.into_iter()` and loops `i` until `None`.

Iterator Compatibility

- `let c = other_iter.collect::<C<_>>()` — Collect foreign(!) iterable into your `C`.

* If it looks as if it doesn't consume `c` that's because type was `Copy`. For example, if you call `(&c).into_iter()` it will invoke `.into_iter()` on `&c` (which will consume a *copy* of the reference and turn it into an Iterator), but the original `c` remains untouched.

Number Conversions

As-**correct**-as-it-currently-gets number conversions.

↓ Have / Want →	u8 ... i128	f32 / f64	String
u8 ... i128	<code>u8::try_from(x)?</code> ¹	<code>x as f32</code> ³	<code>x.to_string()</code>
f32 / f64	<code>x as u8</code> ²	<code>x as f32</code>	<code>x.to_string()</code>
String	<code>x.parse::<u8>()</code> ?	<code>x.parse::<f32>()</code> ?	x

¹ If type true subset `from()` works directly, e.g., `u32::from(my_u8)`.

² Truncating (`11.9_f32 as u8` gives `11`) and saturating (`1024_f32 as u8` gives `255`); c. below.

³ Might misrepresent number (`u64::MAX as f32`) or produce `Inf` (`u128::MAX as f32`).

Also see **Casting-** and **Arithmetic Pitfalls** [†] for more things that can go wrong working with numbers.

String Conversions

If you **want** a string of type ...

	String	CString	OsString	PathBuf	Vec<u8>	&str	&CStr	&OsStr	&Path	&[u8]	Other
If you have x of type ...	Use this ...										
String	x										
CString	<code>x.into_string()?</code>										
OsString	<code>x.to_str()?.to_string()</code>										
PathBuf	<code>x.to_str()?.to_string()</code>										
Vec<u8> ¹	<code>String::from_utf8(x)?</code>										
&str	<code>x.to_string()</code> ⁱ										
&CStr	<code>x.to_str()?.to_string()</code>										
&OsStr	<code>x.to_str()?.to_string()</code>										
&Path	<code>x.to_str()?.to_string()</code>										
&[u8] ¹	<code>String::from_utf8_lossy(x).to_string()</code>										

ⁱ Short form `x.into()` possible if type can be inferred.

[†] Short form `x.as_ref()` possible if type can be inferred.

¹ You should, or must if call is `unsafe`, ensure raw data comes with a valid representation for the string type (e.g., UTF-8 data for a `String`).

² Only on some platforms `std::os::<your_os>::ffi::OsStrExt` exists with helper methods to get a raw `&[u8]` representation of the underlying `OsStr`. Use the rest of the table to go from there, e.g.:

```
use std::os::unix::ffi::OsStrExt;
let bytes: &[u8] = my_os_str.as_bytes();
CString::new(bytes)?
```

³ The `c_char` **must** have come from a previous `CString`. If it comes from FFI see `&CStr` instead.

⁴ No known shorthand as `x` will lack terminating `0x0`. Best way to probably go via `CString`.

⁵ Must ensure vector actually ends with `0x0`.

String Output

How to convert types into a `String`, or output them.

APIs

Printable Types

Formatting

Rust has, among others, these APIs to convert types to stringified output, collectively called *format* macros:

Macro	Output	Notes
<code>format!(fmt)</code>	<code>String</code>	Bread-and-butter "to <code>String</code> " converter.
<code>print!(fmt)</code>	Console	Writes to standard output.
<code>println!(fmt)</code>	Console	Writes to standard output.
<code>eprint!(fmt)</code>	Console	Writes to standard error.
<code>eprintln!(fmt)</code>	Console	Writes to standard error.
<code>write!(dst, fmt)</code>	Buffer	Don't forget to also <code>use std::io::Write;</code>
<code>writeln!(dst, fmt)</code>	Buffer	Don't forget to also <code>use std::io::Write;</code>

Method	Notes
<code>x.to_string()</code> ^{STD}	Produces <code>String</code> , implemented for any <code>Display</code> type.

Here `fmt` is string literal such as `"hello {}"`, that specifies output (compare "Formatting" tab) and additional parameters.

Tooling

Project Anatomy

Basic project layout, and common files and folders, as used by `cargo`. [↓]

Entry	Code
<code>.cargo/</code>	Project-local cargo configuration , may contain <code>config.toml</code> . [🔗] [🚫]
<code>benches/</code>	Benchmarks for your crate, run via <code>cargo bench</code> , requires nightly by default. [*] [🚫]
<code>examples/</code>	Examples how to use your crate, they see your crate like external user would.
<code>my_example.rs</code>	Individual examples are run like <code>cargo run --example my_example</code> .
<code>src/</code>	Actual source code for your project.
<code>main.rs</code>	Default entry point for applications, this is what <code>cargo run</code> uses.
<code>lib.rs</code>	Default entry point for libraries. This is where lookup for <code>my_crate::f()</code> starts.
<code>src/bin/</code>	Place for additional binaries, even in library projects.
<code>extra.rs</code>	Additional binary, run with <code>cargo run --bin extra</code> .
<code>tests/</code>	Integration tests go here, invoked via <code>cargo test</code> . Unit tests often stay in <code>src/</code> file.
<code>.rustfmt.toml</code>	In case you want to customize how <code>cargo fmt</code> works.
<code>.clippy.toml</code>	Special configuration for certain clippy lints , utilized via <code>cargo clippy</code> [🚫]
<code>build.rs</code>	Pre-build script , [🔗] useful when compiling C / FFI, ...
<code>Cargo.toml</code>	Main project manifest , [🔗] Defines dependencies, artifacts ...
<code>Cargo.lock</code>	Dependency details for reproducible builds; add to <code>git</code> for apps, not for libs.
<code>rust-toolchain.toml</code>	Define toolchain override [🔗] (channel, components, targets) for this project.

* On stable consider [Criterion](#).

Minimal examples for various entry points might look like:

Applications
Libraries
Unit Tests
Integration Tests
Benchmarks [🚫]
Build Scripts
Proc Macros [🚫]

```
// src/main.rs (default application entry point)

fn main() {
    println!("Hello, world!");
}
```

Module trees and imports:

Module Trees
Namespaces [🚫]

Modules ^{BK EX REF} and **source files** work as follows:

- **Module tree** needs to be explicitly defined, is **not** implicitly built from **file system tree**. [🔗]
- **Module tree root** equals library, app, ... entry point (e.g., `lib.rs`).

Actual **module definitions** work as follows:

- A `mod m {}` defines module in-file, while `mod m;` will read `m.rs` or `m/mod.rs`.
- Path of `.rs` based on **nesting**, e.g., `mod a { mod b { mod c; } }` is either `a/b/c.rs` or `a/b/c/mod`.
- Files not pathed from module tree root via some `mod m;` won't be touched by compiler! 🚫

Cargo

Commands and tools that are good to know.

Command	Description
<code>cargo init</code>	Create a new project for the latest edition.
<code>cargo build</code>	Build the project in debug mode (<code>--release</code> for all optimization).
<code>cargo check</code>	Check if project would compile (much faster).
<code>cargo test</code>	Run tests for the project.
<code>cargo doc --open</code>	Locally generate documentation for your code and dependencies.
<code>cargo run</code>	Run your project, if a binary is produced (<code>main.rs</code>).
<code>cargo run --bin b</code>	Run binary <code>b</code> . Unifies features with other dependents (can be confusing).
<code>cargo run -p w</code>	Run main of sub-workspace <code>w</code> . Treats features more as you would expect.
<code>cargo ... --timings</code>	Show what crates caused your build to take so long. 🔥
<code>cargo tree</code>	Show dependency graph.
<code>cargo +{nightly, stable} ...</code>	Use given toolchain for command, e.g., for 'nightly only' tools.
<code>cargo +nightly ...</code>	Some nightly-only commands (substitute ... with command below)
<code>rustc -- -Zunpretty=expanded</code>	Show expanded macros. 🦟
<code>rustup doc</code>	Open offline Rust documentation (incl. the books), good on a plane!

Here `cargo build` means you can either type `cargo build` or just `cargo b`; and `--release` means it can be replaced with `-r`.

These are optional `rustup` components. Install them with `rustup component add [tool]`.

Tool	Description
<code>cargo clippy</code>	Additional (lints) catching common API misuses and unidiomatic code. 🔗
<code>cargo fmt</code>	Automatic code formatter (<code>rustup component add rustfmt</code>). 🔗

A large number of additional cargo plugins [can be found here](#).

Cross Compilation

- 🔴 Check [target is supported](#).
- 🔴 Install target via `rustup target install x`.
- 🔴 Install native toolchain (required to `link`, depends on target).

Get from target vendor (Google, Apple, ...), might not be available on all hosts (e.g., no iOS toolchain on Windows).

Some toolchains require additional build steps (e.g., Android's `make-standalone-toolchain.sh`).

🕒 Update `~/.cargo/config.toml` like this:

```
[target.aarch64-linux-android]
linker = "[PATH_TO_TOOLCHAIN]/aarch64-linux-android/bin/aarch64-linux-android-clang"
```

or

```
[target.aarch64-linux-android]
linker = "C:[PATH_TO_TOOLCHAIN]/prebuilt/windows-x86_64/bin/aarch64-linux-android21-clang.cmd"
```

🕒 Set **environment variables** (optional, wait until compiler complains before setting):

```
set CC=C:\[PATH_TO_TOOLCHAIN]\prebuilt\windows-x86_64\bin\aaarch64-linux-android21-clang.cmd
set CXX=C:\[PATH_TO_TOOLCHAIN]\prebuilt\windows-x86_64\bin\aaarch64-linux-android21-clang.cmd
set AR=C:\[PATH_TO_TOOLCHAIN]\prebuilt\windows-x86_64\bin\aaarch64-linux-android-ar.exe
...
```

Whether you set them depends on how compiler complains, not necessarily all are needed.

Some platforms / configurations can be **extremely sensitive** how paths are specified (e.g., `\` vs `/`) and quoted.

✓ Compile with `cargo build --target=X`

Tooling Directives

Special tokens embedded in source code used by tooling or preprocessing.

Macros

Documentation

`#[globals]`

`#[code]`

`#[quality]`

`#[macros]`

`#[cfg]`

`build.rs`

Inside a **declarative** ^{BK} **macro by example** ^{BK EX REF} `macro_rules!` implementation these work:

Within Macros	Explanation
<code>\$x:ty</code>	Macro capture (here a type).
<code>\$x:item</code>	An item, like a function, struct, module, etc.
<code>\$x:block</code>	A block <code>{ }</code> of statements or expressions, e.g., <code>{ let x = 5; }</code>
<code>\$x:stmt</code>	A statement, e.g., <code>let x = 1 + 1;</code> , <code>String::new();</code> or <code>vec![];</code>
<code>\$x:expr</code>	An expression, e.g., <code>x</code> , <code>1 + 1</code> , <code>String::new()</code> or <code>vec![]</code>
<code>\$x:pat</code>	A pattern, e.g., <code>Some(t)</code> , <code>(17, 'a')</code> or <code>_</code> .
<code>\$x:ty</code>	A type, e.g., <code>String</code> , <code>usize</code> or <code>Vec<u8></code> .
<code>\$x:ident</code>	An identifier, for example in <code>let x = 0;</code> the identifier is <code>x</code> .

<code>\$x:path</code>	A path (e.g., <code>foo</code> , <code>::std::mem::replace</code> , <code>transmute::<_, int></code>).
<code>\$x:literal</code>	A literal (e.g., <code>3</code> , <code>"foo"</code> , <code>b"bar"</code> , etc.).
<code>\$x:lifetime</code>	A lifetime (e.g., <code>'a</code> , <code>'static</code> , etc.).
<code>\$x:meta</code>	A meta item; the things that go inside <code>#[...]</code> and <code>#![...]</code> attributes.
<code>\$x:vis</code>	A visibility modifier; <code>pub</code> , <code>pub(crate)</code> , etc.
<code>\$x:tt</code>	A single token tree, see here for more details.
<code>\$crate</code>	Special hygiene variable, crate where macro is defined. [?]

For the *On* column in attributes:

C means on crate level (usually given as `#![my_attr]` in the top level file).

M means on modules.

F means on functions.

S means on static.

T means on types.

X means something special.

! means on macros.

***** means on almost any item.

Working with Types

Types, Traits, Generics

Allowing users to *bring their own types* and avoid code duplication.

Types & Traits

Generics

Advanced Concepts [?]

Types

Type Equivalence and Conversions

Implementations — `impl S { }`

Traits — `trait T { }`

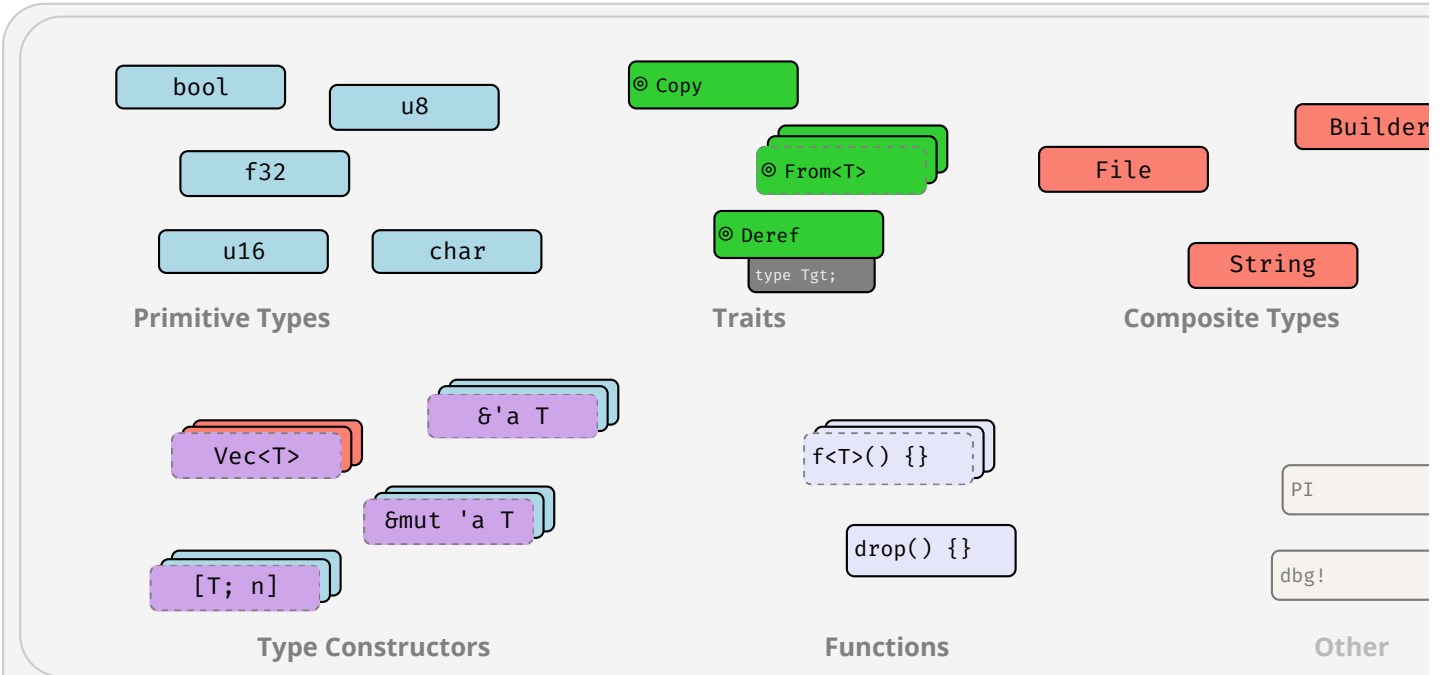
Implementing Traits for Types — `impl T for S { }`

Traits vs. Interfaces

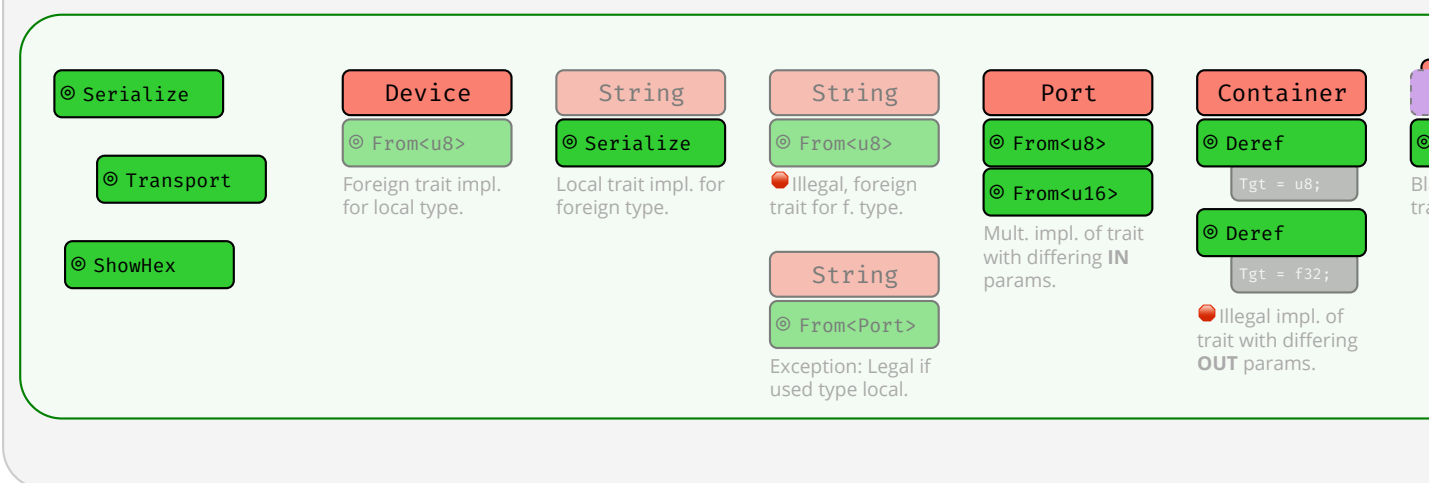
Examples expand by clicking.

Foreign Types and Traits

A visual overview of types and traits in your crate and upstream.



Items defined in upst



Examples of traits and types, and which traits you can implement for which type.

Type Conversions

How to get **B** when you have **A**?

Intro
Computation (Traits)
Casts
Coercions
Subtyping[?]
Variance[?]

```
fn f(x: A) → B {
    // How can you obtain B from A?
}
```

Method	Explanation
Identity	Trivial case, B is exactly A .
Computation	Create and manipulate instance of B by writing code transforming data.

Casts	On-demand conversion between types where caution is advised.
Coercions	Automatic conversion within <i>'weakening ruleset'</i> . ¹
Subtyping	Automatic conversion within <i>'same-layout-different-lifetimes ruleset'</i> . ¹

¹ While both convert **A** to **B**, **coercions** generally link to an *unrelated* **B** (a type "one could reasonably expect to have different methods"), while **subtyping** links to a **B** differing only in lifetimes.

Coding Guides

Idiomatic Rust

If you are used to Java or C, consider these.

Idiom	Code
Think in Expressions	<pre>y = if x { a } else { b }; y = loop { break 5 }; fn f() → u32 { 0 }</pre>
Think in Iterators	<pre>(1..10).map(f).collect() names.iter().filter(x x.starts_with("A"))</pre>
Handle Absence with ?	<pre>y = try_something()?; get_option()?.run()?;</pre>
Use Strong Types	<pre>enum E { Invalid, Valid { ... } } over ERROR_INVALID = -1 enum E { Visible, Hidden } over visible: bool struct Charge(f32) over f32</pre>
Illegal State: Impossible	<pre>my_lock.write().unwrap().guaranteed_at_compile_time_to_be_locked = 10; ¹ thread::scope(s { /* Threads can't exist longer than scope() */ });</pre>
Provide Builders	<pre>Car::new("Model T").hp(20).build();</pre>
Don't Panic	<p>Panics are <i>not</i> exceptions, they suggest immediate process abortion!</p> <p>Only panic on programming error; use <code>Option<T>^{STD}</code> or <code>Result<T,E>^{STD}</code> otherwise.</p> <p>If clearly user requested, e.g., calling <code>obtain()</code> vs. <code>try_obtain()</code>, panic ok too.</p>
Generics in Moderation	<p>A simple <code><T: Bound></code> (e.g., <code>AsRef<Path></code>) can make your APIs nicer to use.</p> <p>Complex bounds make it impossible to follow. If in doubt don't be creative with <code>g</code>.</p>
Split Implementations	<p>Generics like <code>Point<T></code> can have separate <code>impl</code> per <code>T</code> for some specialization.</p> <pre>impl<T> Point<T> { /* Add common methods here */ } impl Point<f32> { /* Add methods only relevant for Point<f32> */ }</pre>
Unsafe	Avoid <code>unsafe {}</code> , ¹ often safer, faster solution without it.
Implement Traits	<code>#[derive(Debug, Copy, ...)]</code> and custom <code>impl</code> where needed.
Tooling	Run clippy regularly to significantly improve your code quality. 🔥

Format your code with [rustfmt](#) for consistency. 🔥

Add **unit tests** ^{BK} (`#[test]`) to ensure your code works.

Add **doc tests** ^{BK} (```` my_api:: f() ````) to ensure docs match code.

Documentation

Annotate your APIs with doc comments that can show up on [docs.rs](#).

Don't forget to include a **summary sentence** and the **Examples** heading.

If applicable: **Panics, Errors, Safety, Abort** and **Undefined Behavior**.

¹ In most cases you should prefer `?` over `.unwrap()`. In the case of locks however the returned `PoisonError` signifies a panic in another thread, so unwrapping it (thus propagating the panic) is often the better idea.

🔥 We **highly** recommend you also follow the [API Guidelines \(Checklist\)](#) for any shared project! 🔥

Async-Await 101

If you are familiar with `async / await` in C# or TypeScript, here are some things to keep in mind:

Basics

Execution Flow

Caveats 🚫

Construct	Explanation
<code>async</code>	Anything declared <code>async</code> always returns an <code>impl Future<Output=_,></code> . ^{STD}
<code>async fn f() {}</code>	Function <code>f</code> returns an <code>impl Future<Output=()></code> .
<code>async fn f() → S {}</code>	Function <code>f</code> returns an <code>impl Future<Output=S></code> .
<code>async { x }</code>	Transforms <code>{ x }</code> into an <code>impl Future<Output=X></code> .
<code>let sm = f();</code>	Calling <code>f()</code> that is <code>async</code> will not execute <code>f</code> , but produce state machine <code>sm</code> . ^{1 2}
<code>sm = async { g() };</code>	Likewise, does not execute the <code>{ g() }</code> block; produces state machine.
<code>runtime.block_on(sm);</code>	Outside an <code>async {}</code> , schedules <code>sm</code> to actually run. Would execute <code>g()</code> . ^{3 4}
<code>sm.await</code>	Inside an <code>async {}</code> , run <code>sm</code> until complete. Yield to runtime if <code>sm</code> not ready.

¹ Technically `async` transforms following code into anonymous, compiler-generated state machine type; `f()` instantiates that machine.

² The state machine always `impl Future`, possibly `Send` & co, depending on types used inside `async`.

³ State machine driven by worker thread invoking `Future::poll()` via runtime directly, or parent `.await` indirectly.

⁴ Rust doesn't come with runtime, need external crate instead, e.g., `tokio`. Also, more helpers in [futures crate](#).

Closures in APIs

There is a subtrait relationship $F_n : FnMut : FnOnce$. That means a closure that implements F_n^{STD} also implements $FnMut$ and $FnOnce$. Likewise a closure that implements $FnMut^{STD}$ also implements $FnOnce^{STD}$.

From a call site perspective that means:

Signature	Function g can call ...	Function g accepts ...
$g < F: FnOnce() > (f: F)$... $f()$ once.	$F_n, FnMut, FnOnce$
$g < F: FnMut() > (mut f: F)$... $f()$ multiple times.	$F_n, FnMut$
$g < F: Fn() > (f: F)$... $f()$ multiple times.	F_n

Notice how **asking** for a F_n closure as a function is most restrictive for the caller; but **having** a F_n closure as a caller is most compatible with any function.

From the perspective of someone defining a closure:

Closure	Implements*	Comment
<code> { moved_s; }</code>	$FnOnce$	Caller must give up ownership of <code>moved_s</code> .
<code> { &mut s; }</code>	$FnOnce, FnMut$	Allows $g()$ to change caller's local state <code>s</code> .
<code> { &s; }</code>	$FnOnce, FnMut, Fn$	May not mutate state; but can share and reuse <code>s</code> .

* Rust **prefers capturing** by reference (resulting in the most "compatible" F_n closures from a caller perspective), but can be forced to capture its environment by copy or move via the `move || {}` syntax.

That gives the following advantages and disadvantages:

Requiring	Advantage	Disadvantage
$F: FnOnce$	Easy to satisfy as caller.	Single use only, $g()$ may call $f()$ just once.
$F: FnMut$	Allows $g()$ to change caller state.	Caller may not reuse captures during $g()$.
$F: Fn$	Many can exist at same time.	Hardest to produce for caller.

Unsafe, Unsound, Undefined

Unsafe leads to unsound. Unsound leads to undefined. Undefined leads to the dark side of the force.

Safe Code	Unsafe Code	Undefined Behavior	Unsound Code
<h3>Safe Code</h3> <ul style="list-style-type: none"> • <i>Safe</i> has narrow meaning in Rust, vaguely 'the <i>intrinsic</i> prevention of undefined behavior (UB)'. • Intrinsic means the language won't allow you to use <i>itself</i> to cause UB. • Making an airplane crash or deleting your database is not UB, therefore 'safe' from Rust's perspective. • Writing to <code>/proc/[pid]/mem</code> to self-modify your code is also 'safe', resulting UB not caused <i>intrinsincally</i>. <pre>let y = x + x; // Safe Rust only guarantees the execution of this code is consistent with print(y); // 'specification' (long story ...). It does not guarantee that y is 2x // (X::add might be implemented badly) nor that y is printed (Y::fmt may p</pre>			

Responsible use of Unsafe ⋮

- Do not use `unsafe` unless you absolutely have to.
- Follow the [Nomicon](#), [Unsafe Guidelines](#), **always** follow **all** safety rules, and **never** invoke UB.
- Minimize the use of `unsafe` and encapsulate it in small, sound modules that are easy to review.
- Never create unsound abstractions; if you can't encapsulate `unsafe` properly, don't do it.
- Each `unsafe` unit should be accompanied by plain-text reasoning outlining its safety.

Adversarial Code 🦹

Adversarial code is *safe* 3rd party code that compiles but does not follow API *expectations*, and might interfere with your own (safety) guarantees.

You author	User code may possibly ...
<code>fn g<F: Fn()>(f: F) { ... }</code>	Unexpectedly panic.
<code>struct S<X: T> { ... }</code>	Implement <code>T</code> badly, e.g., misuse <code>Deref</code> , ...
<code>macro_rules! m { ... }</code>	Do all of the above; call site can have <i>weird</i> scope.

Risk Pattern	Description
<code>#[repr(packed)]</code>	Packed alignment can make reference <code>&s.x</code> invalid.
<code>impl std::... for S {}</code>	Any trait <code>impl</code> , esp. <code>std::ops</code> may be broken. In particular ...
<code>impl Deref for S {}</code>	May randomly <code>Deref</code> , e.g., <code>s.x</code> \neq <code>s.x</code> , or panic.
<code>impl PartialEq for S {}</code>	May violate equality rules; panic.
<code>impl Eq for S {}</code>	May cause <code>s</code> \neq <code>s</code> ; panic; must not use <code>s</code> in <code>HashMap</code> & co.
<code>impl Hash for S {}</code>	May violate hashing rules; panic; must not use <code>s</code> in <code>HashMap</code> & co.
<code>impl Ord for S {}</code>	May violate ordering rules; panic; must not use <code>s</code> in <code>BTreeMap</code> & co.
<code>impl Index for S {}</code>	May randomly index, e.g., <code>s[x]</code> \neq <code>s[x]</code> ; panic.
<code>impl Drop for S {}</code>	May run code or panic end of scope <code>{}</code> , during assignment <code>s = new_s</code> .
<code>panic!()</code>	User code can panic <i>any</i> time, resulting in abort or unwind.
<code>catch_unwind(s.f(panicky))</code>	Also, caller might force observation of broken state in <code>s</code> .
<code>let ... = f();</code>	Variable name can affect order of <code>Drop</code> execution. ¹ ●

¹ Notably, when you rename a variable from `_x` to `_` you will also change `Drop` behavior since you change semantics. A variable named `_x` will have `Drop::drop()` executed at the end of its scope, a variable named `_` can have it executed immediately on 'apparent' assignment ('apparent' because a binding named `_` means **wildcard** ^{REF} *discard this*, which will happen as soon as feasible, often right away!)

Implications

- Generic code **cannot be safe if safety depends on type cooperation** w.r.t. most `(std::)` traits.
- If type cooperation is needed you must use `unsafe` traits (prob. implement your own).
- You must consider random code execution at unexpected places (e.g., re-assignments, scope end).
- You may still be observable after a worst-case panic.

As a corollary, *safe-but-deadly* code (e.g., `airplane_speed<T>()`) should probably also follow these guides.

API Stability

When updating an API, these changes can break client code.^{RFC} Major changes (🔴) are **definitely breaking**, while minor changes (🟡) **might be breaking**:

Crates

- 🔴 Making a crate that previously compiled for *stable* require *nightly*.
- 🟡 Altering use of Cargo features (e.g., adding or removing features).

Modules

- 🔴 Renaming / moving / removing any public items.
- 🟡 Adding new public items, as this might break code that does `use your_crate::*`.

Structs

- 🔴 Adding private field when all current fields public.
- 🔴 Adding public field when no private field exists.
- 🟡 Adding or removing private fields when at least one already exists (before and after the change).
- 🟡 Going from a tuple struct with all private fields (with at least one field) to a normal struct, or vice versa.

Enums

- 🔴 Adding new variants; can be mitigated with early `#[non_exhaustive]` ^{REF}
- 🔴 Adding new fields to a variant.

Traits

- 🔴 Adding a non-defaulted item, breaks all existing `impl T for S {}`.
- 🔴 Any non-trivial change to item signatures, will affect either consumers or implementors.
- 🟡 Adding a defaulted item; might cause dispatch ambiguity with other existing trait.
- 🟡 Adding a defaulted type parameter.

Traits

- 🔴 Implementing any "fundamental" trait, as *not* implementing a fundamental trait already was a promise.
- 🟡 Implementing any non-fundamental trait; might also cause dispatch ambiguity.

Inherent Implementations

- 🟡 Adding any inherent items; might cause clients to prefer that over trait fn and produce compile error.

Signatures in Type Definitions

- 🔴 Tightening bounds (e.g., `<T>` to `<T: Clone>`).
- 🟡 Loosening bounds.
- 🟡 Adding defaulted type parameters.
- 🟡 Generalizing to generics.

Signatures in Functions

- 🔴 Adding / removing arguments.

● Introducing a new type parameter.

● Generalizing to generics.

Behavioral Changes

● / ● *Changing semantics might not cause compiler errors, but might make clients do wrong thing.*

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