

# Rust cheatlist

## Cargo

- `cargo new project_name`: Initializes a new Rust project named *project\_name* in the current directory.
- `cargo build`: Build program without optimizations. Output is stored in `./target/debug`.
- `cargo build --release`: Build program with runtime optimizations. Output is stored in `./target/release`.

## Variables

- `let foo = bar;`: Creates immutable variable `foo` and assigns it value `bar`.
- `let mut foo = bar;`: Creates mutable variable `foo` and assigns it value `bar`.

## Terminology

- Associated function: function implemented on a type rather than on a particular instance of the type. Similar as a *static method* in Java.
- Macro:
- Prelude:
- Trait:

## Syntax

- `&var`: Passes `var` as a reference. Allows a function to access a variable without the need to copy it to the function's stack.
- `&mut var`: Passes `var` as a mutable reference. Allows a function to access and alter the variable's value.

From:

<https://empuly.net/wiki/> - **Empuly.net**

Permanent link:

<https://empuly.net/wiki/doku.php/linux/rust?rev=1612112622>

Last update: **2021/01/31 18:03**

