

# Zero To Production In Rust

## Bastian Gruber

*Zero to Production In Rust* Luca Palmieri, 2022-03-14 Zero To Production In Rust is the ideal starting point for your journey as a Rust backend developer. You will learn by doing: you will build a fully functional email newsletter API, starting from scratch. You'll learn how to: - Navigate and leverage Rust's crates ecosystem - Structure your application to make it modular and extensible - Write tests, from single units to full-blown integration tests - Enforce your domain invariants using Rust's type system - Authenticate and authorize users of your API - Implement a robust error handling strategy - Observe the state of your application using structured logs - Set up an extensive continuous integration and continuous deployment pipeline for your Rust projects The book is composed of 11 chapters, for a grand total of 600 pages. All supporting code (including tests!) is available on GitHub.

[Zero to Production in Rust](#) Luca Palmieri, 2022

**The Rust Programming Language (Covers Rust 2018)** Steve Klabnik, Carol Nichols, 2019-09-03 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.

**Rust Web Development** Bastian Gruber,2023-03-07 Create bulletproof, high-performance web apps and servers with Rust. In Rust Web Development you will learn: Handling the borrow checker in an asynchronous environment Learning the ingredients of an asynchronous Rust stack Creating web APIs and using JSON in Rust Graceful error handling Testing, tracing, logging, and debugging Deploying Rust applications Efficient database access Rust Web Development is a pragmatic, hands-on guide to creating server-based web applications with Rust. If you've designed web servers using Java, NodeJS, or PHP, you'll instantly fall in love with the performance and development experience Rust delivers. Hit the ground running! Author Bastian Gruber's sage advice makes it easy to start tackling complex problems with Rust. You'll learn how to work efficiently using pure Rust, along with important Rust libraries such as tokio for async runtimes, warp for web servers and APIs, and reqwest to run external HTTP requests. About the technology If you're sick of cookie-cutter web development tools that are slow, resource hungry, and unstable, Rust is the solution. Rust services deliver rock-solid safety guarantees, an amazing developer experience, and even a compiler that automatically prevents common mistakes! About the book Rust Web Development, teaches you to build server-side web apps using Rust, along with important Rust libraries like tokio for async runtimes, warp for web servers and APIs, and reqwest to run external HTTP requests. The book is packed full of examples, code samples, and pro tips for setting up your projects and organizing your code. As you go, you'll build a complete Q&A web service and iterate on your code chapter-by-chapter, just like a real development project. What's inside Handle the borrow checker in an asynchronous environment Build web APIs and handle JSON Compose a tech stack for asynchronous Rust development Handle errors gracefully Test, trace, log, and debug Deploy Rust applications to multiple environments About the reader This book is for web developers familiar with Java, Node, or Go, and the absolute basics of Rust. About the author Bastian Gruber was part of the official Rust Async Working Group, and founded the Rust and Tell Berlin MeetUp group. Table of Contents PART 1 INTRODUCTION TO RUST 1 Why Rust? 2 Laying the foundation PART 2 GETTING STARTED 3 Create your first route handler 4 Implement a RESTful API 5 Clean up your codebase 6 Logging, tracing, and debugging 7 Add a database to your application 8 Integrate third-party APIs PART 3 BRING IT INTO PRODUCTION 9 Add authentication and authorization 10 Deploy your application 11 Testing your Rust application

**Rust in Action** Tim McNamara,2021-09-07 This well-written book will help you make the most of what Rust has to offer. - Ramnivas Laddad, author of AspectJ in Action Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. Summary Rust in Action introduces the Rust programming language by exploring numerous systems programming concepts and techniques. You'll be learning Rust by delving into how computers work under the hood. You'll find yourself playing with persistent storage, memory, networking and even tinkering with CPU instructions. The book takes you through using Rust to extend other applications and teaches you tricks to write blindingly fast code. You'll also discover parallel and concurrent

programming. Filled to the brim with real-life use cases and scenarios, you'll go beyond the Rust syntax and see what Rust has to offer in real-world use cases. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Rust is the perfect language for systems programming. It delivers the low-level power of C along with rock-solid safety features that let you code fearlessly. Ideal for applications requiring concurrency, Rust programs are compact, readable, and blazingly fast. Best of all, Rust's famously smart compiler helps you avoid even subtle coding errors. About the book Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. You'll explore Rust implementations for file manipulation, networking, and kernel-level programming and discover awesome techniques for parallelism and concurrency. Along the way, you'll master Rust's unique borrow checker model for memory management without a garbage collector. What's inside Elementary to advanced Rust programming Practical examples from systems programming Command-line, graphical and networked applications About the reader For intermediate programmers. No previous experience with Rust required. About the author Tim McNamara uses Rust to build data processing pipelines and generative art. He is an expert in natural language processing and data engineering. Table of Contents 1 Introducing Rust PART 1 RUST LANGUAGE DISTINCTIVES 2 Language foundations 3 Compound data types 4 Lifetimes, ownership, and borrowing PART 2 DEMYSTIFYING SYSTEMS PROGRAMMING 5 Data in depth 6 Memory 7 Files and storage 8 Networking 9 Time and timekeeping 10 Processes, threads, and containers 11 Kernel 12 Signals, interrupts, and exceptions

**Cloud Native Patterns** Cornelia Davis, 2019-05-12 Summary Cloud Native Patterns is your guide to developing strong applications that thrive in the dynamic, distributed, virtual world of the cloud. This book presents a mental model for cloud-native applications, along with the patterns, practices, and tooling that set them apart. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Cloud platforms promise the holy grail: near-zero downtime, infinite scalability, short feedback cycles, fault-tolerance, and cost control. But how do you get there? By applying cloudnative designs, developers can build resilient, easily adaptable, web-scale distributed applications that handle massive user traffic and data loads. Learn these fundamental patterns and practices, and you'll be ready to thrive in the dynamic, distributed, virtual world of the cloud. About the Book With 25 years of experience under her belt, Cornelia Davis teaches you the practices and patterns that set cloud-native applications apart. With realistic examples and expert advice for working with apps, data, services, routing, and more, she shows you how to design and build software that functions beautifully on modern cloud platforms. As you read, you will start to appreciate that cloud-native computing is more about the how and why rather than the where. What's inside The lifecycle of cloud-native apps Cloud-scale configuration management Zero downtime upgrades, versioned services, and parallel deploys Service discovery and dynamic routing Managing interactions between services, including retries and circuit breakers About the Reader Requires basic

software design skills and an ability to read Java or a similar language. About the Author Cornelia Davis is Vice President of Technology at Pivotal Software. A teacher at heart, she's spent the last 25 years making good software and great software developers. Table of Contents PART 1 - THE CLOUD-NATIVE CONTEXT You keep using that word: Defining cloud-native Running cloud-native applications in production The platform for cloud-native software PART 2 - CLOUD-NATIVE PATTERNS Event-driven microservices: It's not just request/response App redundancy: Scale-out and statelessness Application configuration: Not just environment variables The application lifecycle: Accounting for constant change Accessing apps: Services, routing, and service discovery Interaction redundancy: Retries and other control loops Fronting services: Circuit breakers and API gateways Troubleshooting: Finding the needle in the haystack Cloud-native data: Breaking the data monolith

**Rust for Rustaceans** Jon Gjengset, 2021-12-21 Master professional-level coding in Rust. For developers who've mastered the basics, this book is the next step on your way to professional-level programming in Rust. It covers everything you need to build and maintain larger code bases, write powerful and flexible applications and libraries, and confidently expand the scope and complexity of your projects. Author Jon Gjengset takes you deep into the Rust programming language, dissecting core topics like ownership, traits, concurrency, and unsafe code. You'll explore key concepts like type layout and trait coherence, delve into the inner workings of concurrent programming and asynchrony with `async/await`, and take a tour of the world of `no_std` programming. Gjengset also provides expert guidance on API design, testing strategies, and error handling, and will help develop your understanding of foreign function interfaces, object safety, procedural macros, and much more. You'll Learn: How to design reliable, idiomatic, and ergonomic Rust programs based on best principles Effective use of declarative and procedural macros, and the difference between them How asynchrony works in Rust - all the way from the `Pin` and `Waker` types used in manual implementations of `Futures`, to how `async/await` saves you from thinking about most of those words What it means for code to be unsafe, and best practices for writing and interacting with unsafe functions and traits How to organize and configure more complex Rust projects so that they integrate nicely with the rest of the ecosystem How to write Rust code that can interoperate with non-Rust libraries and systems, or run in constrained and embedded environments Brimming with practical, pragmatic insights that you can immediately apply, *Rust for Rustaceans* helps you do more with Rust, while also teaching you its underlying mechanisms.

**Programming Rust** Jim Blandy, Jason Orendorff, 2017-11-21 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

*Programming Rust* Jim Blandy, Jason Orendorff, Leonora F .S. Tindall, 2021-06-11 Systems programming provides the foundation for the world's computation. Writing performance-sensitive code requires a programming language that puts programmers in control of how memory, processor time, and other system resources are used. The Rust systems programming language combines that control with a modern type system that catches broad classes of common mistakes, from memory management errors to data races between threads. With this practical guide, experienced systems programmers will learn how to successfully bridge the gap between performance and safety using Rust. Jim Blandy, Jason Orendorff, and Leonora Tindall demonstrate how Rust's features put programmers in control over memory consumption and processor use by combining predictable performance with memory safety and trustworthy concurrency. You'll learn: Rust's fundamental data types and the core concepts of ownership and borrowing How to write flexible, efficient code with traits and generics How to write fast, multithreaded code without data races Rust's key power tools: closures, iterators, and asynchronous programming Collections, strings and text, input and output, macros, unsafe code, and foreign function interfaces This revised, updated edition covers the Rust 2021 Edition.

*Command-Line Rust* Ken Youens-Clark, 2022-01-13 Updated in 2024: A new version has been released that simplifies the programs used in the book, based on changes in the Rust language and crates since original publication. The code has been updated to reflect version 4 of the clap crate. For several consecutive years, Rust has been voted most loved programming language in Stack Overflow's annual developer survey. This open source systems programming language is now used for everything from game engines and operating systems to browser components and virtual reality simulation engines. But Rust is also an incredibly complex language with a notoriously difficult learning curve. Rather than focusing on the language as a whole, this guide teaches Rust using a single small, complete, focused program in each chapter. Author Ken Youens-Clark shows you how to start, write, and test each of these programs to create a finished product. You'll learn how to handle errors in Rust, read and write files, and use regular expressions, Rust types, structs, and more. Discover how to: Use Rust's standard libraries and data types such as numbers, strings, vectors, structs, Options, and Results to create command-line programs Write and test Rust programs and functions Read and write files, including stdin, stdout, and stderr Document and validate command-line arguments Write programs that fail gracefully Parse raw and delimited text manually, using regular

expressions and Rust crates Use and control randomness

*Rust Programming By Example* Guillaume Gomez, Antoni Boucher, 2018-01-11 Discover the world of Rust programming through real-world examples Key Features Implement various features of Rust to build blazingly fast applications Learn to build GUI applications using Gtk-rs Explore the multi-threading aspect of Rust to tackle problems in concurrency and in distributed environments Book Description Rust is an open source, safe, concurrent, practical language created by Mozilla. It runs blazingly fast, prevents segfaults, and guarantees safety. This book gets you started with essential software development by guiding you through the different aspects of Rust programming. With this approach, you can bridge the gap between learning and implementing immediately. Beginning with an introduction to Rust, you'll learn the basic aspects such as its syntax, data types, functions, generics, control flows, and more. After this, you'll jump straight into building your first project, a Tetris game. Next you'll build a graphical music player and work with fast, reliable networking software using Tokio, the scalable and productive asynchronous IO Rust library. Over the course of this book, you'll explore various features of Rust Programming including its SDL features, event loop, File I/O, and the famous GTK+ widget toolkit. Through these projects, you'll see how well Rust performs in terms of concurrency—including parallelism, reliability, improved performance, generics, macros, and thread safety. We'll also cover some asynchronous and reactive programming aspects of Rust. By the end of the book, you'll be comfortable building various real-world applications in Rust. What you will learn Compile and run the Rust projects using the Cargo-Rust Package manager Use Rust-SDL features such as the event loop, windows, infinite loops, pattern matching, and more Create a graphical interface using Gtk-rs and Rust-SDL Incorporate concurrency mechanism and multi-threading along with thread safety and locks Implement the FTP protocol using an Asynchronous I/O stack with the Tokio library Who this book is for This book is for software developers interested in system level and application programming who are looking for a quick entry into using Rust and understanding the core features of the Rust Programming. It's assumed that you have a basic understanding of Java, C#, Ruby, Python, or JavaScript.

**Practical Machine Learning with Rust** Joydeep Bhattacharjee, 2019-12-10 Explore machine learning in Rust and learn about the intricacies of creating machine learning applications. This book begins by covering the important concepts of machine learning such as supervised, unsupervised, and reinforcement learning, and the basics of Rust. Further, you'll dive into the more specific fields of machine learning, such as computer vision and natural language processing, and look at the Rust libraries that help create applications for those domains. We will also look at how to deploy these applications either on site or over the cloud. After reading *Practical Machine Learning with Rust*, you will have a solid understanding of creating high computation libraries using Rust. Armed with the knowledge of this amazing language, you will be able to create applications that are more performant, memory safe, and less resource heavy. What You Will Learn Write machine learning algorithms in Rust Use Rust libraries for different tasks in machine learning Create concise Rust packages for your machine

learning applications  
Implement NLP and computer vision in Rust  
Deploy your code in the cloud and on bare metal servers  
Who This Book Is For Machine learning engineers and software engineers interested in building machine learning applications in Rust.

**Rust Programming Cookbook** Claus Matzinger, 2019-10-18 Practical solutions to overcome challenges in creating console and web applications and working with systems-level and embedded code, network programming, deep neural networks, and much more. Key Features Work through recipes featuring advanced concepts such as concurrency, unsafe code, and macros to migrate your codebase to the Rust programming language Learn how to run machine learning models with Rust Explore error handling, macros, and modularization to write maintainable code Book Description Rust 2018, Rust's first major milestone since version 1.0, brings more advancement in the Rust language. The Rust Programming Cookbook is a practical guide to help you overcome challenges when writing Rust code. This Rust book covers recipes for configuring Rust for different environments and architectural designs, and provides solutions to practical problems. It will also take you through Rust's core concepts, enabling you to create efficient, high-performance applications that use features such as zero-cost abstractions and improved memory management. As you progress, you'll delve into more advanced topics, including channels and actors, for building scalable, production-grade applications, and even get to grips with error handling, macros, and modularization to write maintainable code. You will then learn how to overcome common roadblocks when using Rust for systems programming, IoT, web development, and network programming. Finally, you'll discover what Rust 2018 has to offer for embedded programmers. By the end of the book, you'll have learned how to build fast and safe applications and services using Rust. What you will learn Understand how Rust provides unique solutions to solve system programming language problems Grasp the core concepts of Rust to develop fast and safe applications Explore the possibility of integrating Rust units into existing applications for improved efficiency Discover how to achieve better parallelism and security with Rust Write Python extensions in Rust Compile external assembly files and use the Foreign Function Interface (FFI) Build web applications and services using Rust for high performance Who this book is for The Rust cookbook is for software developers looking to enhance their knowledge of Rust and leverage its features using modern programming practices. Familiarity with Rust language is expected to get the most out of this book.

*American Rust* Philipp Meyer, 2009-04-06 NOW A MAJOR TV SERIES STARRING JEFF DANIELS AND MAURA TIERNEY An American voice reminiscent of Steinbeck - a debut novel on friendship, loyalty, and love, centering on a murder in a dying Pennsylvania steel town, from the bestselling author of THE SON. Isaac is the smartest kid in town, left behind to care for his sick father after his mother dies by suicide and his sister Lee moves away. Now Isaac wants out too. Not even his best friend, Billy Poe, can stand in his way: broad-shouldered Billy, always ready for a fight, still living in his mother's trailer. Then, on the very day of Isaac's leaving, something happens that changes the friends' fates and tests the loyalties of their friendship

and those of their lovers, families, and the town itself. Evoking John Steinbeck's novels of restless lives during the Great Depression, *American Rust* is an extraordinarily moving novel about the bleak realities that battle our desire for transcendence, and the power of love and friendship to redeem us. 'A startlingly mature and impressive debut' KATE ATKINSON 'Darkly disturbing and darkly compelling' PATRICIA CORNWELL 'Written with considerable dramatic intensity and pace' COLM TÓIBÍN 'A masterpiece. The best book to come out of America since *The Road*' CHRIS CLEAVE

**Hands-on Rust** Herbert Wolverson, 2021-06-30 Rust is an exciting new programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters - and what better way to learn than by making games. Each chapter in this book presents hands-on, practical projects ranging from Hello, World to building a full dungeon crawler game. With this book, you'll learn game development skills applicable to other engines, including Unity and Unreal. Rust is an exciting programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters. With Rust, you have a shiny new playground where your game ideas can flourish. Each chapter in this book presents hands-on, practical projects that take you on a journey from Hello, World to building a full dungeon crawler game. Start by setting up Rust and getting comfortable with your development environment. Learn the language basics with practical examples as you make your own version of Flappy Bird. Discover what it takes to randomly generate dungeons and populate them with monsters as you build a complete dungeon crawl game. Run game systems concurrently for high-performance and fast game-play, while retaining the ability to debug your program. Unleash your creativity with magical items, tougher monsters, and intricate dungeon design. Add layered graphics and polish your game with style. What You Need: A computer running Windows 10, Linux, or Mac OS X. A text editor, such as Visual Studio Code. A video card and drivers capable of running OpenGL 3.2.

**Crafting Interpreters** Robert Nystrom, 2021-07-27 Despite using them every day, most software engineers know little about how programming languages are designed and implemented. For many, their only experience with that corner of computer science was a terrifying compilers class that they suffered through in undergrad and tried to blot from their memory as soon as they had scribbled their last NFA to DFA conversion on the final exam. That fearsome reputation belies a field that is rich with useful techniques and not so difficult as some of its practitioners might have you believe. A better understanding of how programming languages are built will make you a stronger software engineer and teach you concepts and data structures you'll use the rest of your coding days. You might even have fun. This book teaches you everything you need to know to implement a full-featured, efficient scripting language. You'll learn both high-level concepts around parsing and semantics and gritty details like bytecode representation and garbage collection. Your brain will light up with new ideas, and your hands will get dirty and calloused. Starting from `main()`, you will build a language that features rich syntax, dynamic typing, garbage collection, lexical scope, first-class functions, closures, classes, and inheritance. All packed into a few



thousand lines of clean, fast code that you thoroughly understand because you wrote each one yourself.

**Mastering Rust** Rahul Sharma, Vesa Kaihlavirta, 2019-01-31 Become proficient in designing, developing and deploying effective software systems using the advanced constructs of Rust Key Features Improve your productivity using the latest version of Rust and write simpler and easier code Understand Rust's immutability and ownership principle, expressive type system, safe concurrency Deep dive into the new domains of Rust like WebAssembly, Networking and Command line tools Book Description Rust is an empowering language that provides a rare combination of safety, speed, and zero-cost abstractions. Mastering Rust - Second Edition is filled with clear and simple explanations of the language features along with real-world examples, showing you how you can build robust, scalable, and reliable programs. This second edition of the book improves upon the previous one and touches on all aspects that make Rust a great language. We have included the features from latest Rust 2018 edition such as the new module system, the smarter compiler, helpful error messages, and the stable procedural macros. You'll learn how Rust can be used for systems programming, network programming, and even on the web. You'll also learn techniques such as writing memory-safe code, building idiomatic Rust libraries, writing efficient asynchronous networking code, and advanced macros. The book contains a mix of theory and hands-on tasks so you acquire the skills as well as the knowledge, and it also provides exercises to hammer the concepts in. After reading this book, you will be able to implement Rust for your enterprise projects, write better tests and documentation, design for performance, and write idiomatic Rust code. What you will learn Write generic and type-safe code by using Rust's powerful type system How memory safety works without garbage collection Know the different strategies in error handling and when to use them Learn how to use concurrency primitives such as threads and channels Use advanced macros to reduce boilerplate code Create efficient web applications with the Actix-web framework Use Diesel for type-safe database interactions in your web application Who this book is for The book is aimed at beginner and intermediate programmers who already have familiarity with any imperative language and have only heard of Rust as a new language. If you are a developer who wants to write robust, efficient and maintainable software systems and want to become proficient with Rust, this book is for you. It starts by giving a whirlwind tour of the important concepts of Rust and covers advanced features of the language in subsequent chapters using code examples that readers will find useful to advance their knowledge.

**Rust Web Programming** Maxwell Flitton, 2021-02-26 Adopt the Rust programming language by learning how to build fully functional web applications and services and address challenges relating to safety and performance Key Features Build scalable web applications in Rust using popular frameworks such as Actix, Rocket, and Warp Create front-end components that can be injected into multiple views Develop data models in Rust to interact with the database Book Description Are safety and high performance a big concern for you while developing web applications? While most programming languages have a safety or speed trade-off, Rust provides memory safety without using a garbage collector. This means that with its low

memory footprint, you can build high-performance and secure web apps with relative ease. This book will take you through each stage of the web development process, showing you how to combine Rust and modern web development principles to build supercharged web apps. You'll start with an introduction to Rust and understand how to avoid common pitfalls when migrating from traditional dynamic programming languages. The book will show you how to structure Rust code for a project that spans multiple pages and modules. Next, you'll explore the Actix Web framework and get a basic web server up and running. As you advance, you'll learn how to process JSON requests and display data from the web app via HTML, CSS, and JavaScript. You'll also be able to persist data and create RESTful services in Rust. Later, you'll build an automated deployment process for the app on an AWS EC2 instance and Docker Hub. Finally, you'll play around with some popular web frameworks in Rust and compare them. By the end of this Rust book, you'll be able to confidently create scalable and fast web applications with Rust. What you will learn

Structure scalable web apps in Rust in Rocket, Actix Web, and WarpApply  
data persistence for your web apps using PostgreSQL  
Build login, JWT, and config modules for your web apps  
Serve HTML, CSS, and JavaScript from the Actix Web server  
Build unit tests and functional API tests in Postman and Newman  
Deploy the Rust app with NGINX and Docker onto an AWS EC2 instance

Who this book is for This book on web programming with Rust is for web developers who have programmed in traditional languages such as Python, Ruby, JavaScript, and Java and are looking to develop high-performance web applications with Rust. Although no prior experience with Rust is necessary, a solid understanding of web development principles and basic knowledge of HTML, CSS, and JavaScript are required if you want to get the most out of this book.

**Programming WebAssembly with Rust** Kevin Hoffman, 2019-05-31

WebAssembly fulfills the long-awaited promise of web technologies: fast code, type-safe at compile time, execution in the browser, on embedded devices, or anywhere else. Rust delivers the power of C in a language that strictly enforces type safety. Combine both languages and you can write for the web like never before! Learn how to integrate with JavaScript, run code on platforms other than the browser, and take a step into IoT. Discover the easy way to build cross-platform applications without sacrificing power, and change the way you write code for the web. WebAssembly is more than just a revolutionary new technology. It's reshaping how we build applications for the web and beyond. Where technologies like ActiveX and Flash have failed, you can now write code in whatever language you prefer and compile to WebAssembly for fast, type-safe code that runs in the browser, on mobile devices, embedded devices, and more. Combining WebAssembly's portable, high-performance modules with Rust's safety and power is a perfect development combination. Learn how WebAssembly's stack machine architecture works, install low-level wasm tools, and discover the dark art of writing raw wast code. Build on that foundation and learn how to compile WebAssembly modules from Rust by implementing the logic for a checkers game. Create wasm modules in Rust to interoperate with JavaScript in many compelling ways. Apply your new skills to the world of non-web hosts, and create

everything from an app running on a Raspberry Pi that controls a lighting system, to a fully-functioning online multiplayer game engine where developers upload their own arena-bound WebAssembly combat modules. Get started with WebAssembly today, and change the way you think about the web. What You Need: You'll need a Linux, Mac, or Windows workstation with an Internet connection. You'll need an up-to-date web browser that supports WebAssembly. To work with the sample code, you can use your favorite text editor or IDE. The book will guide you through installing the Rust and WebAssembly tools needed for each chapter.

Practical System Programming for Rust Developers Prabhu Eshwarla, 2020-12-24 Explore various Rust features, data structures, libraries, and toolchain to build modern systems software with the help of hands-on examples Key Features Learn techniques to design and build system tools and utilities in Rust Explore the different features of the Rust standard library for interacting with operating systems Gain an in-depth understanding of the Rust programming language by writing low-level software Book Description Modern programming languages such as Python, JavaScript, and Java have become increasingly accepted for application-level programming, but for systems programming, C and C++ are predominantly used due to the need for low-level control of system resources. Rust promises the best of both worlds: the type safety of Java, and the speed and expressiveness of C++, while also including memory safety without a garbage collector. This book is a comprehensive introduction if you're new to Rust and systems programming and are looking to build reliable and efficient systems software without C or C++. The book takes a unique approach by starting each topic with Linux kernel concepts and APIs relevant to that topic. You'll also explore how system resources can be controlled from Rust. As you progress, you'll delve into advanced topics. You'll cover network programming, focusing on aspects such as working with low-level network primitives and protocols in Rust, before going on to learn how to use and compile Rust with WebAssembly. Later chapters will take you through practical code examples and projects to help you build on your knowledge. By the end of this Rust programming book, you will be equipped with practical skills to write systems software tools, libraries, and utilities in Rust. What you will learn Gain a solid understanding of how system resources are managed Use Rust confidently to control and operate a Linux or Unix system Understand how to write a host of practical systems software tools and utilities Delve into memory management with the memory layout of Rust programs Discover the capabilities and features of the Rust Standard Library Explore external crates to improve productivity for future Rust programming projects Who this book is for This book is for developers with basic knowledge of Rust but little to no knowledge or experience of systems programming. System programmers who want to consider Rust as an alternative to C or C++ will also find this book useful.

**Zero To Production In Rust** Book Review: Unveiling the Magic of Language

In a digital era where connections and knowledge reign supreme, the enchanting power of language has become more apparent than ever. Its capability to stir emotions, provoke thought, and instigate transformation is really remarkable. This extraordinary book, aptly titled "**Zero To Production In Rust**," written by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound effect on our existence. Throughout this critique, we will delve into the book's central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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