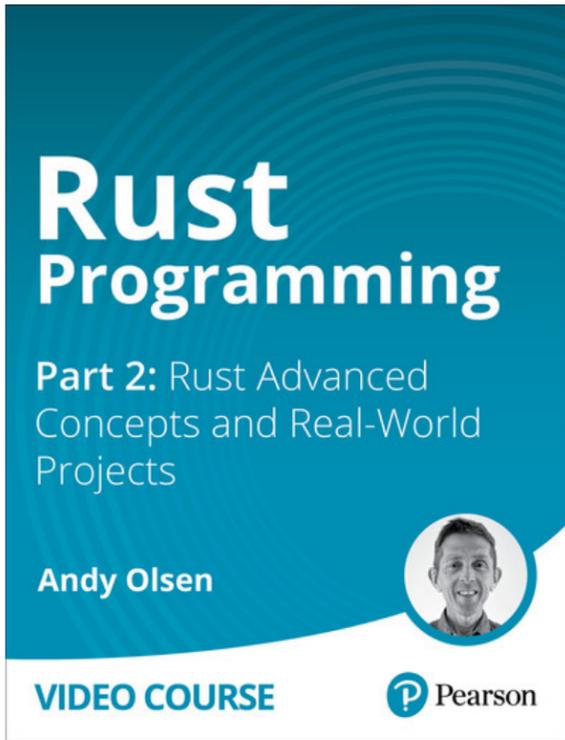


Rust Programming Part 2: Rust Advanced Concepts and Real-World Projects

Write the [first review](#)

By [Andy Olsen](#)



TIME TO COMPLETE:
12h 58m

TOPICS:
[Rust](#)

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13 Hours of Video Instruction

Rust programming for real-world applications.

Rust Programming Part 2: Rust Advanced Concepts and Real-World Projects dives into professional Rust Programming concepts and practices while exploring hands-on skills through demonstrations of real-world applications.

This hands-on course will look at how to organize Rust applications into functions, structures, and traits. You will learn how to use these techniques to achieve familiar object-oriented goals such as abstraction, encapsulation, inheritance, and polymorphism. You will also learn how Rust deals with important issues such as generic types and multithreading.

A key objective of the course is for you to understand how to structure large applications properly in Rust. To this end, the course presents a detailed walkthrough of two complete real-world applications. The first application shows how to implement a CSV file parser, and the second application shows how to access a relational database. These applications were designed so you can learn the skills needed to start using Rust effectively and efficiently.

Topics included in this course:

- **Structuring Rust Code** dives into the details of how to define functions closures (for example, lambdas), and structs.
- **Advanced Rust Programming Concepts** delves into defining traits, working with generics, and implementing multithreading and concurrency. You will also learn about dynamic heap allocation and integration with other programming languages.
- **Real-World Rust in Action** shows you how to use Rust for real-world applications. It focuses on how to implement a CSV file parser and how to use Rust to access a relational database.

About the Instructor

Andy Olsen is a freelance consultant, instructor, and developer with more than 30 years of experience in IT. Andy began his professional career as a C/C++ developer and transitioned into Java, C#, and other languages as the years passed. Andy is actively involved in a wide range of technologies including full-stack development, cloud native applications, data science, and more. Andy is passionate about technology education and runs training courses around the world across diverse market sectors.

Skill Level:

- Intermediate

Learn How To:

- Use object-oriented programming techniques
- Implement concurrency
- Explore additional Rust techniques
- Implement file handling
- Access a database

Course requirement:

- None

Who Should Take This Course:

- Developers that need to learn the details of how to write efficient and well-structured Rust applications
- People with prior OO language experience

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