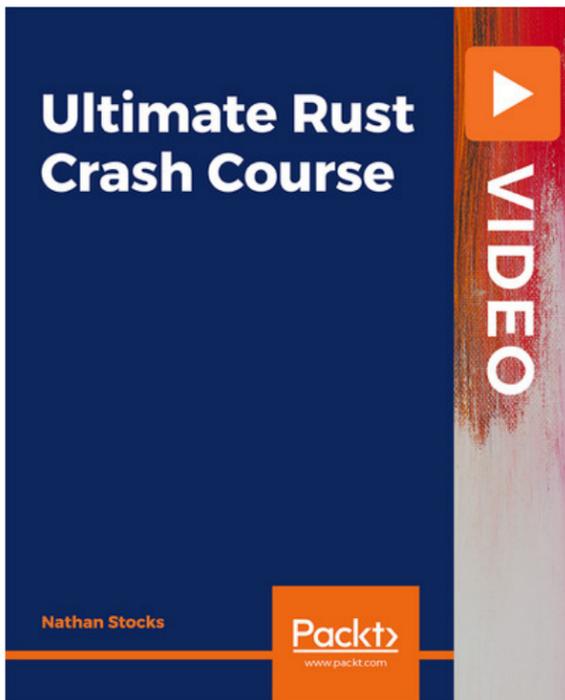


# Ultimate Rust Crash Course

★★★★★ [13 reviews](#)

By [Nathan Stocks](#)



TIME TO COMPLETE:  
2h 51m

LEVEL:  
Beginner

TOPICS:  
[Rust](#)

PUBLISHED BY:  
[Packt Publishing](#)

PUBLICATION DATE:  
October 2020

[Start](#)

Are you in awe of how Rust systematically eliminates entire classes of bugs and security vulnerabilities and are looking to take your first step toward understanding this diverse yet fun programming language?

This video course will get you started with Rust and teach you how to write high-performance code without worrying about crashes.

The course starts with the background and origin of Rust and explains why it is a great programming language. Next, you'll explore the fundamental concepts of Rust such as cargo, variables, and functions, and get a walkthrough of Rust's primitive types and control flow. Moving ahead, you'll cover essential aspects of Rust, including ownership and borrowing with the help of interesting examples. Later, you'll get to grips with structs, traits, collections, and enums. Toward the end, you'll work through exercises to learn about closures and threads, and a project name Invader to get hands-on experience.

By the end of this course, you'll be well-versed with Rust programming fundamentals and have the skills you need to write error-free code.

## What You Will Learn

- Find out the history of Rust programming
- Create, compile, and run a project with Cargo
- Distinguish between Scalar and Compound primitive types
- Explore the 3 rules of ownership
- Get up and running with structs and traits
- Explore closures and threads

## Audience

This video course is for those who are just getting started as programmers, software developers, and computer science engineers and are looking to learn Rust programming fundamentals. Basic knowledge of any programming language is required to get started with this course.

## About The Author

**Nathan Stocks:** Nathan Stocks has spent the last 20 years working in software development, mostly in the field of backend infrastructure. He fell in love with Rust in 2016 and began teaching it in 2017. For the past several years, he has focused on systems-level programming. He maintained the AVbin audio library (written in C) from 2011-2013. He has had tons of fun learning, using, and teaching Rust at conferences and online. He also loves Python and PostgreSQL, and still occasionally suffers from nightmares about C and C++. He currently works



at GitHub, managing the Git Storage team, and spends his nights in pursuit of someday creating a successful indie game in Rust.

---

## About the Publisher

Packt helps real-world developers put software to work in new ways with over 7,500 practical books and videos covering over 1,000 technologies. With coverage ranging from introductory programming to new and emerging technologies, as well as expert advice from industry-leading figures, Packt has great content for any technical professional looking to stay relevant and keep their skills up-to-date.

---

## Resources

[Supplemental Content](#)  
[Purchase Link](#)

