# **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 varibale foo and assigns it value bar.

## **Terminology**

- Associated function: functione 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.

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