How I Found the Time to Learn Emacs

Come with me

Rust in 5 Minutes

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```cpp
#include <iostream>
int main() {
    std::cout << "Hello, World!\n";
}
```



```rust
fn main() {
    println!("Hello, world!");
}
```

```rust
let mut vals = vec![1, 2, 3, 4];
let it = vals
    .iter_mut()
    .filter(|x| **x % 2 == 0);

vals.push(0);

for elem in it {
    *elem += 1;
}
```

```
Compiling playground v0.0.1 (/playground)
error[E0499]: cannot borrow `vals` as mutable more than once at a time
 --> src/main.rs:5:5
  |
3 |     let it = vals.iter_mut().filter(|x| **x % 2 == 0);
  |              ---- first mutable borrow occurs here
4 |
5 |     vals.push(0);
  |     ^^^^ second mutable borrow occurs here
6 |
7 |     for elem in it {
  |                 -- first borrow later used here

For more information about this error, try `rustc --explain E0499`.
error: could not compile `playground` (bin "playground") due to 1 previous error
```

```rust
#[derive(Debug)]
struct Person<'a> {
    name: &'a str,
    age: u8
}

fn main() {
    let name = "Peter";
    let age = 27;
    let peter = Person { name, age };

    // Pretty print
    println!("{:#?}", peter);
}
```
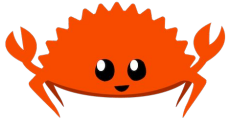
```rust
#[derive(Debug)]
str          {

}

fn main() {
    let name = "Peter";
    let age = 27;
    let peter = Person { name, age };

    // Pretty print
    println!("{:#?}", peter);
}
```

```
Person {
    name: "Peter",
    age: 27,
}
```

```toml
[package]
name = "hello_world"
version = "0.1.0"
edition = "2021"

[dependencies]
anyhow = "1.0.89"
```