# CMSC 330: Organization of Programming Languages

## Structs, Enums in Rust

# Rust Data

- So far, we've seen the following kinds of data
  – Scalar types (int, float, char, string, bool)
  – Tuples, Arrays, and Collections

- How can we build other data structures?
  – Structs (like Objects: support for methods)
    - https://doc.rust-lang.org/book/ch05-00-structs.html
  – Enums (like OCaml Datatypes)
    - https://doc.rust-lang.org/book/ch06-00-enums.html
  – Traits (like Java Interfaces)

# Primitive Data Conversion with **as**

```
fn main() {
    let decimal = 65.4321_f32; //floating point number

    let integer: u8 = decimal; //error: no auto-convert

    // Explicit conversion
    let integer = decimal as u8; // explicit conversion
    let character = integer as char;
    println!("Casting: {} -> {} -> {}",
             decimal, integer, character);
```

```
Casting: 65.4321 -> 65 -> A
```

Examples and rules at https://doc.rust-lang.org/rust-by-example/types/cast.html

# Structs: Definitions & Construction

```
struct Rectangle {
  width: u32,
  height: u32,
}

fn main() {
  // construction
  let rect1 = Rectangle { width: 30, height: 50 };
  // accessing fields
  println!("rect1's width is {}", rect1.width);
}
```

Field with unsigned int type

Construction

Field accessing

```
> rect1's width is 30
```

# Aside: Construction by Method (more later)

```
struct Rectangle {
  width: u32,
  height: u32,
}
impl Rectangle { // associated methods
  fn new(width: u32, height: u32) -> Rectangle {
    return Rectangle{width,height}; //name match
  }
}
fn main() {
  let rect1 = Rectangle::new(30,50);
  println!("rect1's width is {}", rect1.width);
}
```

# Structs: Printing

```
struct Rectangle{
  width:u32,
  height:u32,
}

fn main() {
  let rect1 = Rectangle::new(30,50);
  println!("rect1 is {}", rect1);
}
```

error[E0277]: the trait bound `Rectangle: std::fmt::Display` is not satisfied

# Structs: Printing via Derived Traits

```
#[derive(Debug)]
struct Rectangle{
  width:u32,
  height:u32,
}

fn main() {
  let rect1 = Rectangle::new(30,50);
  println!("rect1 is {:?}", rect1);
}
```

Derive **`Debug`** trait to support printing

Use printing format

```
> rect1 is Rectangle { width: 30, height: 50 }
```

# Structs: Summary

- Syntax
  - `struct T [<T>] {n1:t1, …, ni:ti,}`
  - the *ni* are called fields, begin with a lowercase letter
  - `[<T>]` optionally for generics (see later)
- Evaluation
  - **Construction:** `T{n1:v1, …, ni:vi}` is a value if *vi* are values
  - **Access:** `t.ni` returns the *ni* field of *t*
- Type Checking
  - `T{n1:v1, …, ni:vi}` : *T* [if *vi* has type *ti*]

# Quiz 1: `point` is immutable at *HERE*

```
struct Point {
  x: i32,
  y: i32,
}
let mut point = Point { x: 0, y: 0 };
point.x = 5;
let point = point;
// HERE
```

A. True
B. False

# Quiz 1: `point` is immutable at *HERE*

```
struct Point {
  x: i32,
  y: i32,
}
let mut point = Point { x: 0, y: 0 };
point.x = 5;
let point = point;
// HERE
```

A. True
B. False

Mutability is a property of the binding; the old point's contents are copied to the new one

# A Note on Mutability

- A failed attempt to make a **`Point`** that is always mutable:

```
struct MutablePoint {
  x: mut i32,
  y: mut i32,
}
```

```
error: expected type, found keyword `mut`
```

- Mutability is a property of the variable that holds the **`MutablePoint`**, not a property of the type itself

# Methods: Definitions on Structs

Self argument has type Rectangle

```
impl Rectangle {
  fn  area (&self) -> u32 {
    self.width * self.height
  }
}
```

Self argument is a borrowed **reference** to the object

`impl Rectangle` defines an implementation block

- `self` arg has type `Rectangle` (or reference thereto)
- Ownership rules:
  - `&self` for read-only borrowed reference (preferred)
  - `&mut self` for read/write borrowed reference (if needed)
  - `self` for full ownership (least preferred, most powerful)

# Methods: Calls

```
fn main() {
  let rect1 = Rectangle::new(30,50);
  println!("The area is {} pixels.", rect1.area());
}
```

dot syntax to call methods

If method had arguments, use function call e.g.,
`rect1.area(3)`

# Methods: Many Args, Associated Methods

```
impl Rectangle {
  fn can_hold(&self, other &Rectangle) -> bool {
    self.width > other.width && self.height > other.height
  }

  fn square(size:u32) -> Rectangle {
    Rectangle { width: size, height: size }
  }
}
```

A **reference** to the Rectangle; most flexible

**`square`** is called an associated method

- no **`self`** argument
- operates on **`Rectangle`**s
- called with **`let sq = Rectangle::square(3);`**

# Quiz 2: What is the output

```
#[derive(Debug)]
struct Point {
  x: i32,
  y: i32,
}
impl Point {
    fn m(&mut self) {
        self.x += 1;
        self.y += 1;
    }
}
fn main(){
    let mut p = Point{ x: 0, y: 0 };
    p.m();
    println!("{:?}",p);
}
```

A. Point { x: 1, y: 1 }
B. Point { x: 0, y: 0 }
C. Point { 0,0 }
D. Point {1,1 }

# Quiz 2: What is the output

```
#[derive(Debug)]
struct Point {
  x: i32,
  y: i32,
}
impl Point {
    fn m(&mut self) {
        self.x += 1;
        self.y += 1;
    }
}
fn main(){
    let mut p = Point{ x: 0, y: 0 };
    p.m();
    println!("{:?}",p);
}
```

A. Point { x: 1, y: 1 }
B. Point { x: 0, y: 0 }
C. Point { 0,0 }
D. Point {1,1 }

# Generic Lifetimes

```
struct ImportantExcerpt<'a> {
  part: &'a str,
}
fn main() {
  let novel = String::from("Generic Lifetime");
  let i = ImportantExcerpt { part: &novel; }
}
```

- When `structs` defined to hold **references**, we need to add a lifetime annotation on the reference (here, `'a`)
- Lifetime is inferred for `i`, by the compiler (no need to fill it in manually); called "elision"

# Lifetimes in Implementation Methods

```
struct ImportantExcerpt<'a> {
  part: &'a str,
}
impl<'a> ImportantExcerpt<'a> {
  fn level(&self) -> i32 {
    3
  }
}
```

- Parameter for lifetime annotation

(would need the same for a generic Implementation of a generic interface in Java)

- Often can be inferred

# Enums: Like OCaml Datatypes

```
enum IpAddr{
  V4(String),
  V6(String),
}

let home = IpAddr::V4(String::from("127.0.0.1"));
let loopback = IpAddr::V6(String::from("::1"));
```

definition

construction

OCaml equivalent

```
type IpAddr   = V4 of string | V6 of string ;;
let home      = V4 "127.0.0.1";;
let loopback = V6 "1";;
```

# Enums with Blocks

```
enum IpAddr{
  V4(String),
  V6(String),
}

impl IpAddr {
  fn call(&self) {
  // method body would be defined here
  }
}

let m = IpAddr::V6(String::from("::1"));
m.call();
```

# Enums with Structs

Like in OCaml, enums might contain any type, e.g., structs, references, …

```
struct Ipv4Addr {
  // details elided
}

struct Ipv6Addr {
  // details elided
}

enumIpAddr{
  V4(Ipv4Addr),
  V6(Ipv6Addr),
}
```

# Quiz 3: What is the output

```
#[derive(Debug)]
enum Auth {
    Enabled(i32),
    Disabled(i32)
}
fn main() {
    let yes = Auth::Enabled(1);
    let no = Auth::Disabled(0);
    println!("{:?}", yes);
}
```

A. Enabled(1)
B. Disabled(0)
C. 1
D. 0

# Quiz 3: What is the output

```
#[derive(Debug)]
enum Auth {
    Enabled(i32),
    Disabled(i32)
}
fn main() {
    let yes = Auth::Enabled(1);
    let no = Auth::Disabled(0);
    println!("{:?}", yes);
}
```

A. Enabled(1)
B. Disabled(0)
C. 1
D. 0

# The Option Enum: Generic Types

Defined in standard lib

```
enum Option<T> { Some(T), None, }

let some_number = Some(5);
let some_string    = Some("a string");
let absent_number:Option<&Rectangle> = None;
```

Instantiation with any type!

Compare with OCaml

```
type 'a Option = Some of 'a | None ;;

let some_number = Some 5 ;;
let some_string  = Some "a string" ;;
let absent_number : int option = None;;
```

# Generics in Structs & Methods

Generic T in struct

```
struct Point<T> {
  x: T,
  y: T,
}
```

Generic T in methods

```
impl<T> Point<T> {
  fn x(&self) -> &T {
    &self.x
  }
}
```

Instantiate T as i32

```
fn main() {
  let p = Point { x:5, y:10};
  println!("p.x = {}", p.x());
}
```

# Matching

```
fn plus_one(x:Option<i32>) -> Option<i32> {
  match x {
   Some(i) => Some(i +1),
   None => None,
  }
}
```

# Matching should be exhaustive!

```
fn plus_one(x:Option<i32>) -> Option<i32> {
  match x {
    Some(i) => Some(i +1),
    //missing None
  }
}
```

Error at compile time!

error[E0004]: non-exhaustive patterns: `None` not covered

# If-let, for non exhaustive matches

```
fn check(x: Option<i32>) {
  if let Some(42) = x {
    println!("Success!")    // only executed if the match succeeds
  } else {
    println!("Failure!")
  }
}
```

```
fn main (){
  check(Some(3));;      // prints "Failure!"
  check(Some(42));;     // prints "Success!"
  check(None);;         // prints  "Failure!"
}
```

# Quiz 4: Output of following code

```
enum Number {
    Zero,
    One,
    Two,
}
use Number::Zero;
let t = Number::One;
match t {
  Zero => println!("0"),
  Number::One => println!("1"),
}
```

A. 0
B. 1
C. Compile Error

# Quiz 4: Output of following code

```
enum Number {
    Zero,
    One,
    Two,
}
use Number::Zero;
let t = Number::One;
match t {
  Zero => println!("0"),
  Number::One => println!("1"),
}
```

A. 0
B. 1
C. Compile Error. Pattern `Two` not covered

# Enums: Summary

- Syntax
  - `enum T [<T>] {C1 [(t1)], …, Cn [(tn)],}`
  - the `Ci` are called constructors
    - Must begin with a capital letter; may include associated data notated with brackets [] to indicate it's optional
- Evaluation
  - A constructor `Ci` is a value if it has no assoc. data
    - `Ci(vi)` is a value if it does
  - Accessing a value of type `t` is by pattern matching
    - patterns are constructors `Ci` with data components, if any
- Type Checking
  - `Ci [(vi)]` : `T` [if `vi` has type `ti`]

# Recap: Structs and Enums

1. Structs define data structures with fields
   - And implementation blocks collect methods on to specify the behavior of structs (like objects)

2. Enums define a set of possible data types
   - Like OCaml datatypes (aka variant types)
   - Use match or if-let to deconstruct