

Practical Rust Projects

Build Serverless, AI, Machine Learning, Embedded, Game, and Web Applications

Go beyond the basics and build complete applications using the Rust programming language, updated for Rust 2021 edition. The applications you'll build over the course of this book include a high-performance web client, an embedded computer (for a robot, for example), a game, a serverless web app, and an application that incorporates AI and machine learning.

Each chapter is organized in the following format: what the kind of should application look like; requirements and user stories of our example program; an introduction to the Rust libraries used; the actual implementation of the example program, including common pitfalls and their solutions; and a brief comparison of libraries for building each application, if there is no clear preference.

Practical Rust Projects, Second Edition will open your eyes to how Rust can be put to practical, real-world use. After reading this book, you will be able to use Rust to build a variety of your own projects.

What You Will Learn

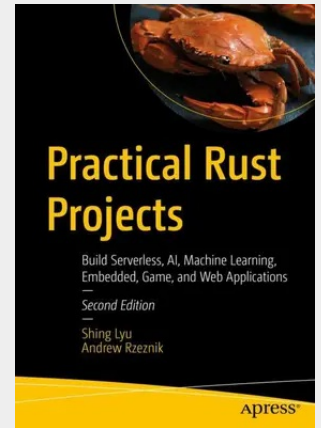
- Explore practical Rust programming language-based projects, examples and case studies
- Create a GUI
- Build a high performance web Front-end using WebAssembly
- Develop REST APIs using Rust
- Go serverless to develop a cloud application using the Amazon AWS Rust SDK
- Create a game using Rust, along with AI and machine learning apps

Who This Book Is For

Those with basic Rust knowledge who want to learn more about how to apply Rust in real-world scenarios.

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