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 (annotating `width: u32`)

Construction (annotating `Rectangle { width: 30, height: 50 }`)

Field accessing (annotating `rect1.width`)

`> 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 }
```

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);`**

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),
}
```

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!"
}
```

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