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	Titolo	Practical Rust Projects : Building Game, Physical Computing, and Machine Learning Applications / / by Shing Lyu
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2020
	ISBN	9781484255995
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	Edizione	[1st ed. 2020.]
	Descrizione fisica	1 online resource (XIII, 257 p. 56 illus., 42 illus. in color.)
	Disciplina	005.133
	Soggetti	Programming languages (Electronic computers)
		Computer games—Programming
		Mobile computing
		Programming Languages, Compilers, Interpreters
		Game Development
		Mobile Computing
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references.
	Nota di contenuto	Chapter 1: Introduction -- Chapter 2: Building a Command-Line Program -- Chapter 3: Creating Graphical User Interfaces (GUIs) -- Chapter 4: Building a Game -- Chapter 5: Programming Embedded Devices -- Chapter 6: Artificial Intelligence and Machine Learning -- Chapter 7: Advanced Topics.
	Sommario/riassunto	Go beyond the basics and build complete applications using the Rust programming language. The applications in this book include a high-performance web client, a microcontroller (for a robot, for example), a game, an app that runs on Android, and an application that incorporates AI and machine learning. Each chapter will be organized in the following format: what this kind of application looks 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 winner. Practical Rust Projects will open your eyes to the world of practical applications of Rust. After reading the book, you will be able

to apply your Rust knowledge to build your own projects. You will: Write Rust code that runs on microcontrollers Build a 2D game Create Rust-based mobile Android applications Use Rust to build AI and machine learning applications.