Chapter 1: Rust 2018: Productivity

No images...

Chapter 2: Storing and Retrieving Data

No images...

Chapter 3: Creating a REST Web Service

No images...

Chapter 4: Creating a Full Server-Side Web App

Persons

Name portion: [   ] [Filter]

Id	Name
2	Hamlet
4	Macbeth
7	Othello

Persons

Name portion: [x   ] [Filter]

No persons.

Persons

Id: [   ] [Find]

Name portion: [   ] [Filter]

[Delete Selected Persons] [Add New Person]

No persons.

Person data

Id:

Name:

[Insert] [Cancel]

Persons

Id: [_____] [Find]

Name portion: [_____] [Filter]

[Delete Selected Persons] [Add New Person]

		Id	Name
☐	Edit	1	Juliet
☐	Edit	2	Romeo
☐	Edit	3	Julius

Person data

Id: 3

Name: Julius

[Update] [Cancel]

Persons

Person id not found

Id: [   ] [Find]

Name portion: [   ] [Filter]

[Delete Selected Persons] [Add New Person]

		Id	Name
☐	[Edit]	1	Juliet
☐	[Edit]	2	Romeo
☐	[Edit]	3	Julius Caesar

Login to Persons

Current user: ---

_____

User name: [   ]
Password: [   ]
[Log in]

Persons

Current user: susan [Change User]

_____

Id: [   ] [Find]
Name portion: [   ] [Filter]
[Delete Selected Persons] [Add New Person]

No persons.

Persons

Current user: joe [Change User]

Id: [_____] [Find]
Name portion: [_____] [Filter]
[Delete Selected Persons] [Add New Person]

No persons.

Person data

Current user: joe [Change User]

Id: [1]
Name: [Juliet]
[Update] [Cancel]

Chapter 5: Creating a Client-Side WebAssembly App Using Yew

Increment	Reset	0

Addend 1:	
Addend 2:	
	Add
Sum:	
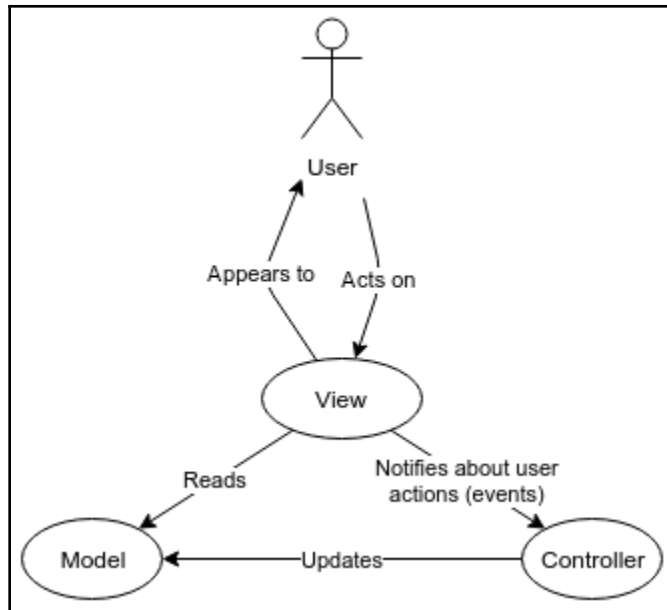
Addend 1:	7.4
Addend 2:	13.51
	Add
Sum:	20.91

Persons management

Current user: ---

User name: [   ]
Password: [   ]
Log in

© Carlo Milanesi - Developed using Yew

Persons management

Current user: ---

User name: susan
Password: ••••••
Log in

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Persons management

Current user: susan [Change User]

Page to be implemented

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Persons management

Current user: susan

User name: susan
Password:
Log in

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Persons management

Current user: susan [Change User]

Id: [_____] [Find]
Name portion: [_____] [Filter]
[Delete Selected Persons] [Add New Person]

No persons.

© Carlo Milanesi - Developed using Yew

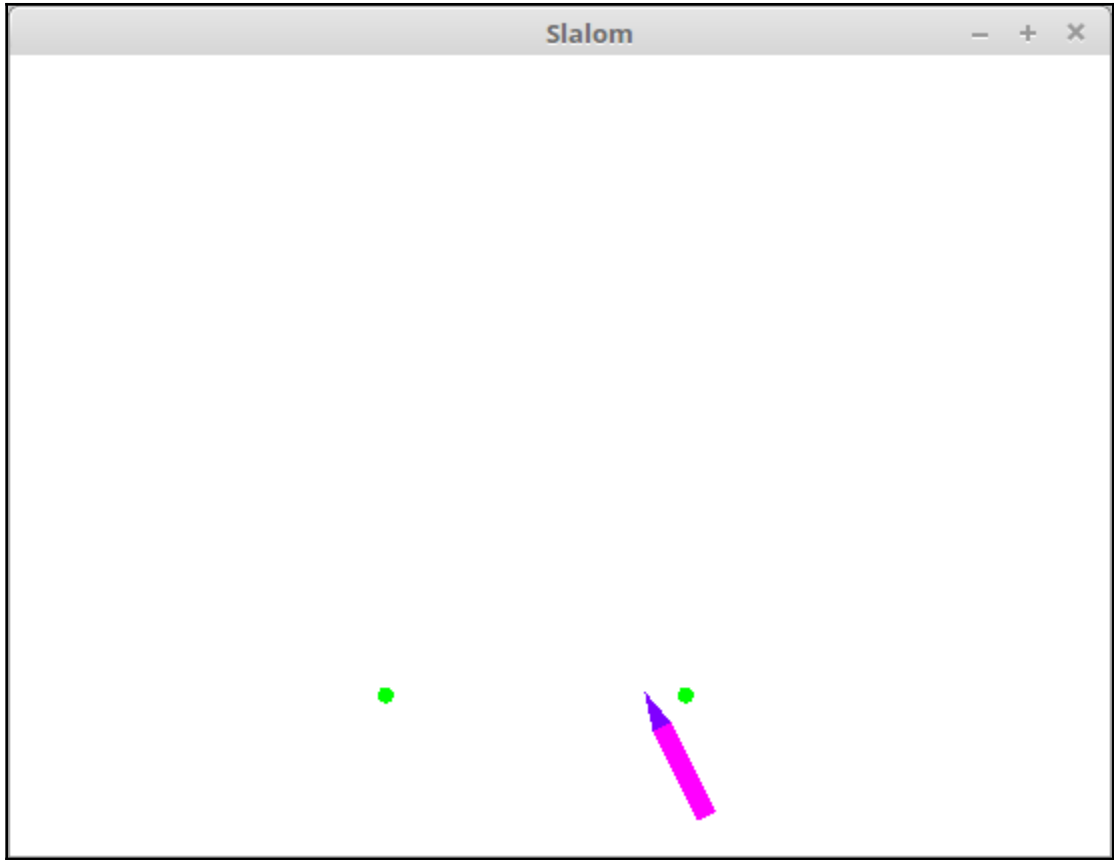localhost:8000 says

Do you confirm to delete the selected persons?

[Cancel] [OK]

---

localhost:8000 says

Deleted.

[OK]

Chapter 6: Creating a WebAssembly Game Using Quicksilver

Elapsed time: 12.12 s,
Speed: 63.66 pixel/s,
Remaining gates: 6
Use Left and Right arrow keys to change direction.
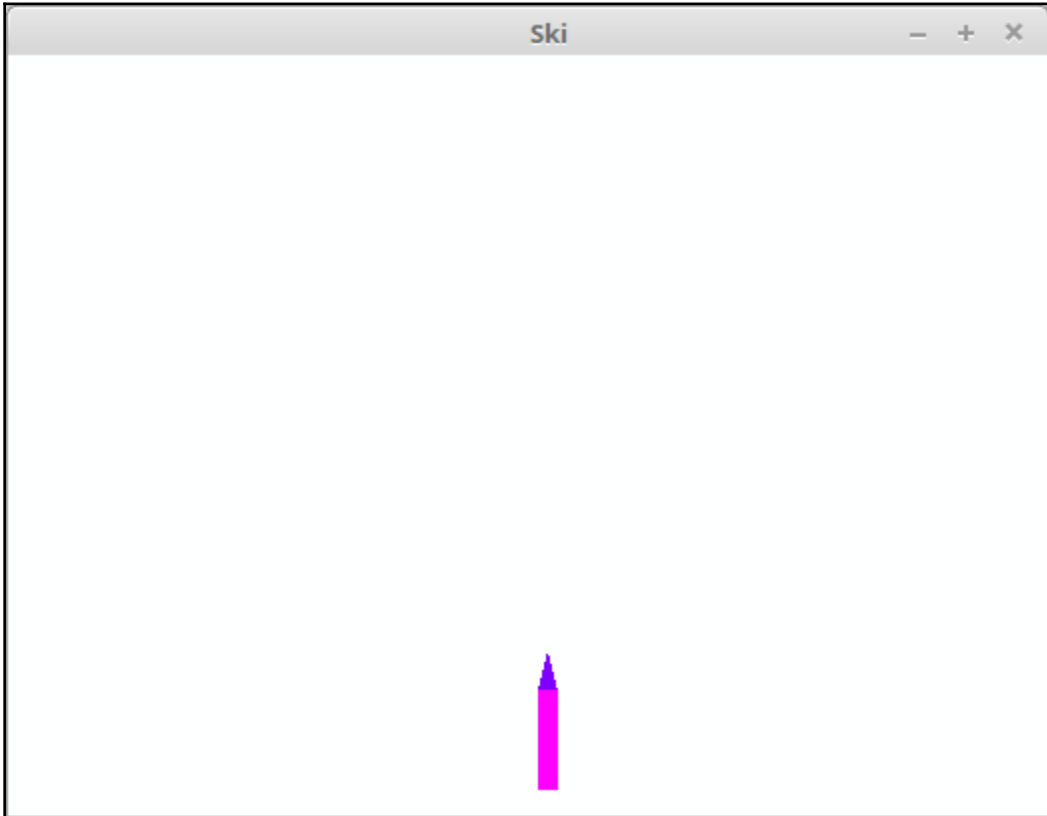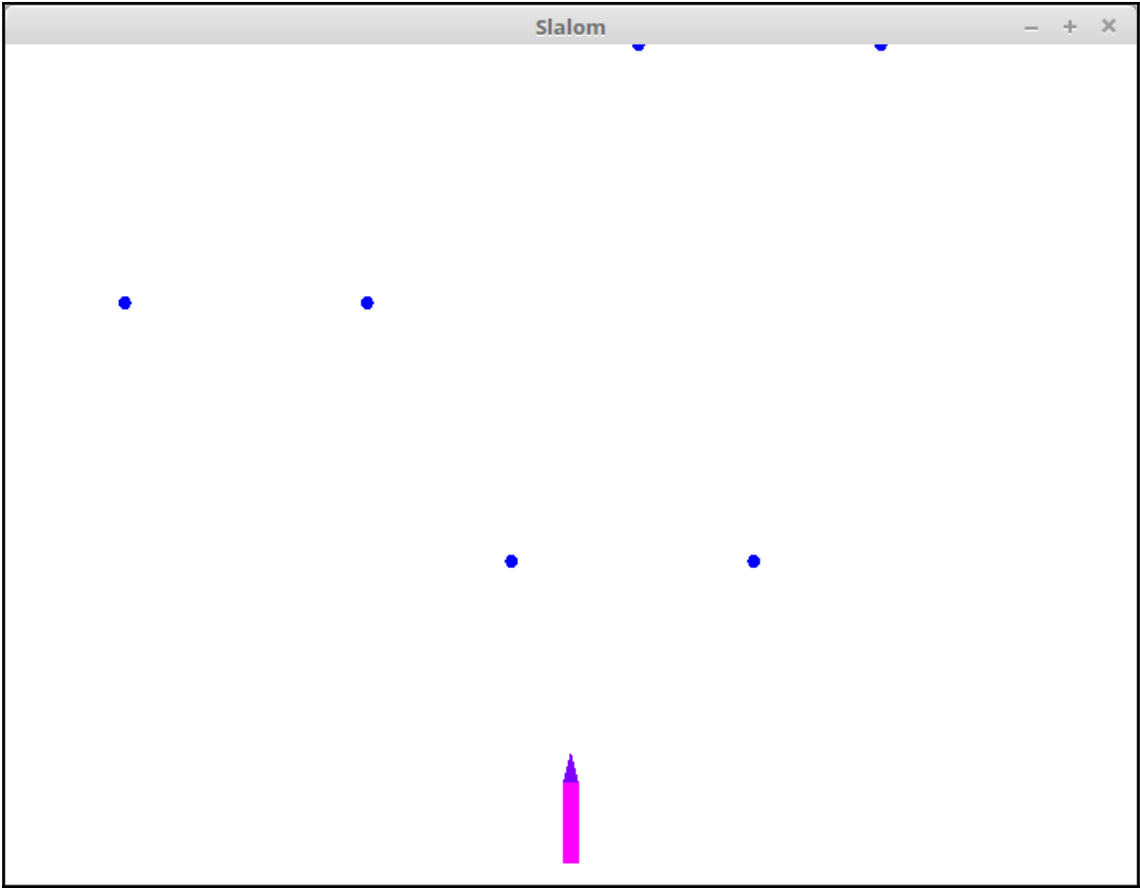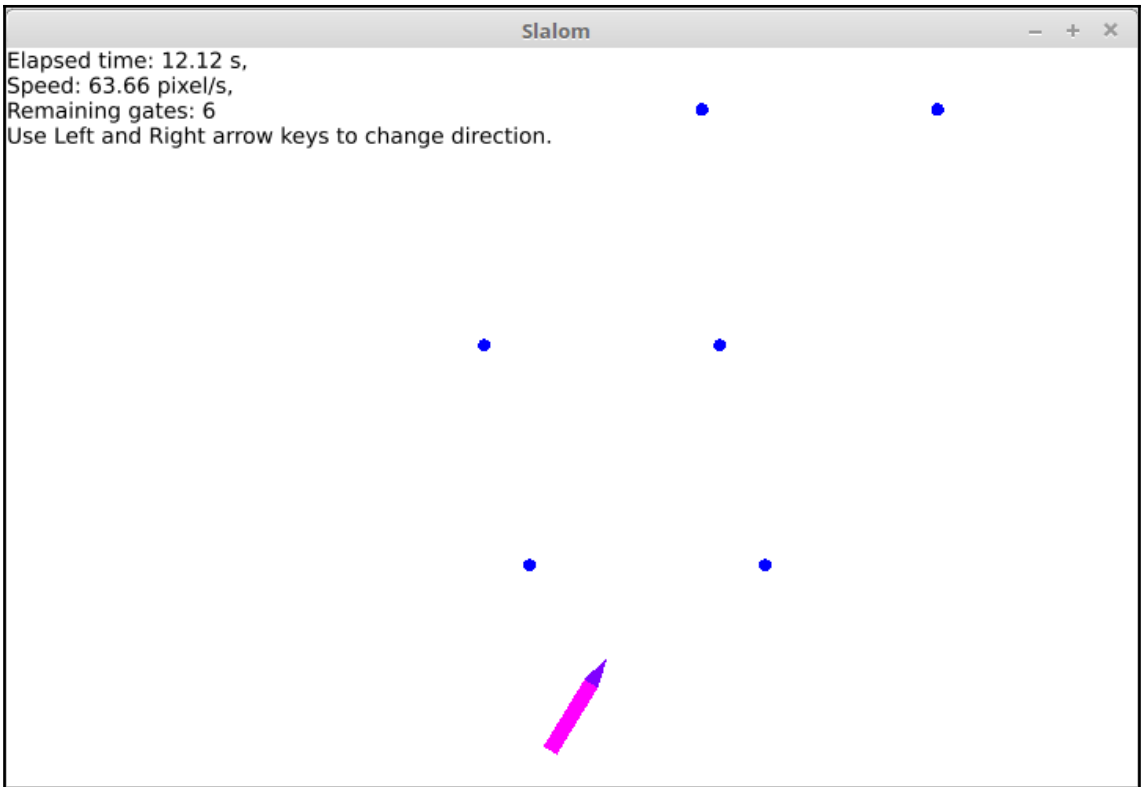
Chapter 7: Creating a Desktop Two-Dimensional Game Using ggez

$$\begin{cases} 3x + 2y = 8 \\ -x + 5y = -6 \end{cases}$$

$$x = \frac{52}{17}, y = -\frac{10}{17}$$
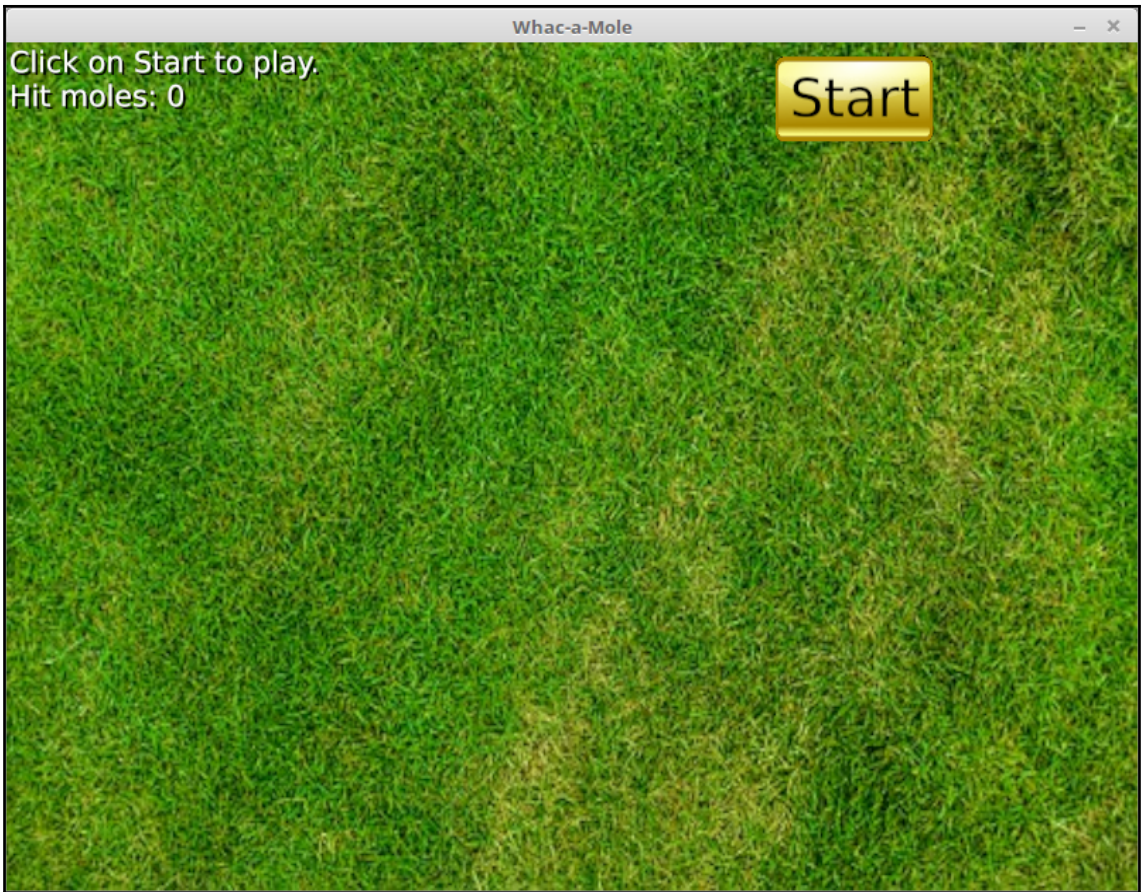
$$(p_1 + t_1) + t_2 = p_1 + (t_1 + t_2)$$

$$\frac{\Delta p}{\Delta t}$$

$$\Delta p = v \cdot \Delta t$$

$$\Delta v$$

$$\triangle t$$

$$\triangle v = a. \triangle t$$

Chapter 8: Using a Parser Combinator for Interpreting and Compiling

No images...

Chapter 9: Creating a Computer Emulator Using Nom

No images...

Chapter 10: Creating a Linux Kernel Module

```
boilerplate              1634304  0
```

```
[166961.483086] boilerplate: Loaded
[167311.490511] boilerplate: Unloaded
```

Chapter 11: The Future of Rust

No images...