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## Rust concat string literals

So I've been messing with rust language for a couple of weeks now and I'm absolutely enjoying it. Rust is a system programming language developed by the Mozilla Foundation. It becomes popular with many bivalve reviews on seg-fault security and modern syntax. I highly recommend you take a look if you haven't already. Rust is obsessed with memory from scratch. This is understandable since avoiding seg-defects is one of its unique selling points. When you write Rust, you think contantly about where things are in memory. Sometimes this makes it very difficult to do some of the most trivial things in programming. Take string join for example. This is how you can do it in Javascript: var x = Hello var y = World?var xy = x + y? And in PHP: &lt;?php\$x = Hello ?\$y = World;\$xy = \$x . \$y. So would you say that the following could work in Rust: let x = Hello?let y = World?let xy = x + y? That doesn't work. This is because rust has 2 types of strings. &amp;str and String. Both x and y are of type &amp;str. These are called literal strings, string slices, or static strings. They're fixed in size and can't be mutated. A literal string is a statically assigned string slice, which means that it is stored within the compiled program and exists for the duration it runs. The reference link is a reference to this statically assigned string. Any function that expects a string slice will also accept a literal string. What about Ning? Strings are assigned to the pile and can be mutated. It is essentially a vector of unicode characters. Strings are generally created by a &amp;str using the to\_string(). So lets try again: let's mut x = Hello.to\_string();let's mut y = World.to\_string();let's xy = x.push\_str(y)?? That doesn't work either. It will give you expected &amp;str, found std structure::string::String. Ok. So how about this then: let mut x = Hello.to\_string()?? let mut y = World.to\_string();let xy = x + y; Again, the compiler will drop the same error as before. So to get around it, you need to dereference one of the strings to get the &amp;str version of it. This is easily done by pre-positioning a commercial argument in the second argument, which essentially removes references to the string and inherits a string slice pointer to the concat function. Thus, the functional version of the previous example will look like this: let mut x = Hello.to\_string();let mut y = World.to\_string();let xy = x + &amp;y; if you make a call to an operation that returns a string and you want to put it together in an existing string just add ampersand at the beginning of the call fn get\_world() -&gt; String { World.to\_string()}fn main() { let mut x = Hello.to\_string(); let's mut xy = x + &amp;get\_world();} But WTF, Why do you have to do this? The simple answer is because how to union. When you use the + operator for rust strings, you essentially call std::ops::Add Trait to the string on the left left Side. And this feature is designed so that the left side argument is String and the right side argument is &amp;str. So now we understand that this is because of a specific design decision of the standard library. But why? Why not allow only for two arguments such as add (a: String, b: String) -&gt; String? This is basically down to how and where things are stored in memory and the functional cost of their mutation. impl&lt;a&gt; Adding for&lt;String&gt; &amp;a str requires initialization, which is not as effective as appending the add&lt;String&gt; for String that unnecessarily consumes two arguments when one is sufficient,&lt;a, 'b=&gt; adding for&lt;a&gt;a str=&gt; &amp;b str hides an unconditional memory allocation This article does not mention any source. Help improve this article by adding references to trusted sources. Material without resources can be challenged and removed. Find sources: Comparison of programming languages strings - news · newspapers · books · scholar · JSTOR (February 2009) (Learn how and when to remove this template message) Programming language comparisons General comparison Assignment Basic Syntax Basic Instructions Comments Check Flow While Loops For Loops Do-while Exception Handling Listed Types Generators Anonymous Functions Conditional Expressions Functional Instructions Tables Associated Tables String Functions Range Functions Series Functions Higher Order Evolution Functions Fold Type Systems Understanding Object-Oriented Programming Object-Oriented Operators :: Zero Consolidation Operators Safe Navigation Operators Rating Strategy List Hello World programs Languages with dependent types Comparison of systems type Comparison of individual languages ALGOL 58 in ALGOL 60 ALGOL 60: Comparisons with other languages Comparison of ALGOL 68 and C++ ALGOL 68: Comparison with other languages Comparison of ALGOL 68 and C++ ALGOL 68: Comparison with other languages Compatibility of C and C++ Comparison of Pascal and Borland Delphi Comparison of Pascal object and C Comparison of Pascal and C Comparison of Java and C++ Comparison of C # and Java Comparison of C# and Visual Basic .NET Comparison of Visual Basic and Visual Basic Basic .NET vte This comparison of programming languages (strings) compares the capabilities of string data structures or text string processing for more than 52 different computer programming languages. Union Different languages use different symbols for the union operator. Many languages use the + symbol, although several deviate from it. Common Variants Operator Languages + ALGOL 68, BASIC, C++, C#, Cobra, Pascal, Object Pascal, Eiffel, Go, JavaScript, Java, Python, Rust, Windows PowerShell, Object-C, Swift, F#, Scala, Ya++ Haskell, \$+ mIRC Scripting Language &amp; Ada, AppleScript, COBOL (μόνο για κυριολεκτικές τιμές), Curl, Seed7, VHDL, Visual Basic, Visual Basic .NET, Excel, FreeCOB Perl, PHP, και σφενδάμι (μέχρι την έκδοσή 5), Autohotkey ~ Raku και D || Εικονίδιο, Турткí SQL, PL/I, Rexx και &lt;&gt; Σφενδάμι (από την έκδοσή 6)&lt;/&amp;a&gt; &lt;/a.&gt; &lt;/String&gt; &lt;/String&gt; &lt;/a&gt; &lt;/a&gt; Wolfram language . Lua : Select Basic , J programming language, Smalltalk, APL ^ OCaml, Standard ML, F #, rc // Fortran \* Julia Unique Awk variants uses the blank string: two expressions next to each other are joined together. That's called confrontation. Unix shells have a similar syntax. Rexx uses this syntax for unionization, including an intermediate interval. C (along with Python) allows juxtaposition for literal strings, however, for strings stored as character tables, the strcat function must be used. COBOL uses the STRING statement to join string variables. MATLAB and Octave use the syntax [x y] to join x and y. Visual Basic and Visual Basic .NET can also use the + symbol, but at the risk of ambiguity if a string representing a number and a number are together. Microsoft Excel allows both &amp; and =CONCATENATE(X,Y). Rust has the concat! macro and form! and the latter is the most prevalent in all documentation and examples. Literal strings This section compares styles for declaring a literal string. Extrapolating Interference An expression is inserted into a string when the compiler/interpreter evaluates it and inserts the result into place. Authoring language \$hello, {name} C#, Visual Basic .NET Hello, \$name! Shell Bourne, Perl, PHP, Windows PowerShell qq (Hello, \$name!) Perl (alternative) Hello, {\$name}! PHP (substitute) Hello, #{name}! CoffeeScript, Ruby %Q(Hello, #{name}!) Ruby (alternative) (t format Hello, ~A name) Joint Lisp 'Hello, \${name}!' JavaScript (ECMAScript 6) Hello, \{name}! Quick f'Hello, {name}!' Python Escaped quotes Escaped quotes mean that a flag symbol is used to warn that the character after the flag is used in the string rather than ending the string. Language syntax I said \Hello, world! C, C++, C#, D, F#, Java, JavaScript, Mathematica, Ocaml, Perl, PHP, Python, Rust, Swift, Wolfram Language, Ya 'I said \Hello, world!' CoffeeScript, JavaScript (substitute), Python (substitute) I said 'Hello, world! Windows Powershell I said ^Hello, world!^ REBOL {I said Hello, world!} REBOL (substitute) I said, %Hello, World!% Eiffel! I said \Hello, world! FreeBASIC r #Eiff Hello, world! # Rust (alternative) Dual quoting Dual quoting means that each time a quote is used in a string, it is used twice, and one of them is discarded and the single quote is then used within the string. Syntax Language(s) I said Hello, world! Ada, ALGOL 68, Excel, Fortran, Visual Basic (.NET), FreeBASIC, COBOL 'I said "Hello, world!" Fortran, rc, COBOL, SQL, Pascal, Pascal Object, Smalltalk Imported Raw raw means that the compiler treats each character within the literal exactly as written, without processing any escapes or interference. Language syntax 'Hello, world! APL, Bourne Shell, Fortran, Pascal Object, Pascal, Perl, PHP, Pick Basic, Ruby, Windows PowerShell, Smalltalk q (Hello, world!) Perl (substitute) %q (Hello, world!) Ruby Ruby R(Hello, world!) C++11 @Hello, world! C#, F# rHi, people! Cobra, D, Python, Rust Hello, world! Cobol, FreeBASIC, Pick Basics 'Hello, World! D, Go rawHi, world! Scala String.rawHello, World! JavaScript (ECMAScript 6) [1] Multiline String Multiple Languages have a syntax specifically intended for multiline strings. In some of these languages, this syntax is a document here or heredoc: A token that represents the string is placed in the middle of a line of code, but the code continues after the boot token and the string content is not displayed until the next line. In other languages, the string content starts immediately after the start token, and the code continues after the string is eliminated. Writing Here Document Language(s) &lt;&lt;EOF I have many things to say and so little time to tell them EOF Yes Bourne shell, Perl, PHP, Ruby &lt;&lt;EOF I have a lot of things to say and so little time to tell them EOF Yes PHP @ I have a lot of things to say and so little time to tell them @ No Windows Powershell [I have a lot of things to say and so little time to tell them ] No Eiffel I have a lot of things to say and so little time to tell them No Coffee, Python, Groovy, Swift, Kotlin I have a lot of things to say and so little time to tell them No Visual Basic .NET (all strings are multi-line) , Rust (all strings are multiline) r I have a lot of things to say and so little time to tell them ] No Lua ' I have a lot of things to say and so little time to tell them ' No JavaScript (ECMAScript 6) Unique Variations Syntax Variation Name Language (s) 13Hello, world! Hollerith notation Fortran 66 (indent with spaces) Indent with spaces and new lines YAML Notes 1. ^ String.raw" continues to process string interpolation. Reports 1. ^ Retrieved from

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