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First, what's Hands-On Concurrency with Rust about? Hopefully you can guess some of the subject from the title. It's a Rust-focused book that's meant to teach you, as of 2018, what you can do in Rust to fiddle with modern, commodity parallel machines.

Writing "Hands-On Concurrency with Rust"

Hands-On Concurrency with Rust 作者: Brian L. Troutwine 出版社: Packt 副标题: Confidently build memory-safe, parallel, and efficient software in Rust 出版年: 2018-5-31 页数: 462 定价: USD 44.99 装帧: Paperback ISBN: 9781788399975

Hands-On Concurrency with Rust (豆瓣) Hands-on Rust » Rust is an exciting new programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters—and what better way to learn than by making games. Each chapter in this book presents hands-on, practical projects ranging from "Hello, World" to building a full dungeon crawler game.

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Hands-On Concurrency with Rust: Confidently build memory-safe, parallel, and efficient software in Rust by Brian L. Troutwine English | May 31, 2018 | ISBN: 1788399978 | PDF | 462 pages | 2.1 MB

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