

Rust Workshop

The Rust Workshop is an event organized by the CLIC IT Team to introduce participants to the [Rust Programming Language](#). It consists of an overview of the basic syntax of Rust, as well as an explanation of lifetimes, the borrow checker, and various concepts unique to Rust. It is designed to be accessible to any individual who has experience programming in another language, such as Scala or C. No prior experience in Rust is required.

Resources

The workshop resources include the [slides](#), the [code examples](#) that were shown with live explanations, and the [exercises](#), which can ideally be put in individual [playgrounds](#) to be more conveniently shared with participants.

Organisation

Content

The content of the workshop must be considered and created ahead of time. This includes slides, examples and exercises, as well as any extra material like a cheatsheet. Make sure to think about the time the workshop might take and what sections could be cut if you are running over on time.

Mediacom

An RITM must be created with Mediacom ahead of time to request a room for the event to take place (make sure to ask for enough spots for the target number of participants, as well as request a projector). The keys for the room lights and the guest camipro to open doors after hours can be picked up on the day.

Communication

Create a registration form and send out communication (social media, posters) at least a week before the day.

Setup

- Print cheatsheets
- Bring CLIC glasses
- Buy snacks
- Setup the tables

Past Editions

2025

The workshop was given for the first time to a group of CLIC committee & commission members and friends, as a first test. There were under 10 participants, so the workshop was given at the CLIC Office from about 13h to 18h, with the projector and tables moved to make space. Depending on the budget, snacks or pizzas could be purchased for the event.

2026

For the second edition there were about 35 participants and was given in in CO 016. It lasted around 4h30.

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