

AUI IN RUST & SLINT

TOBIAS HUNGER





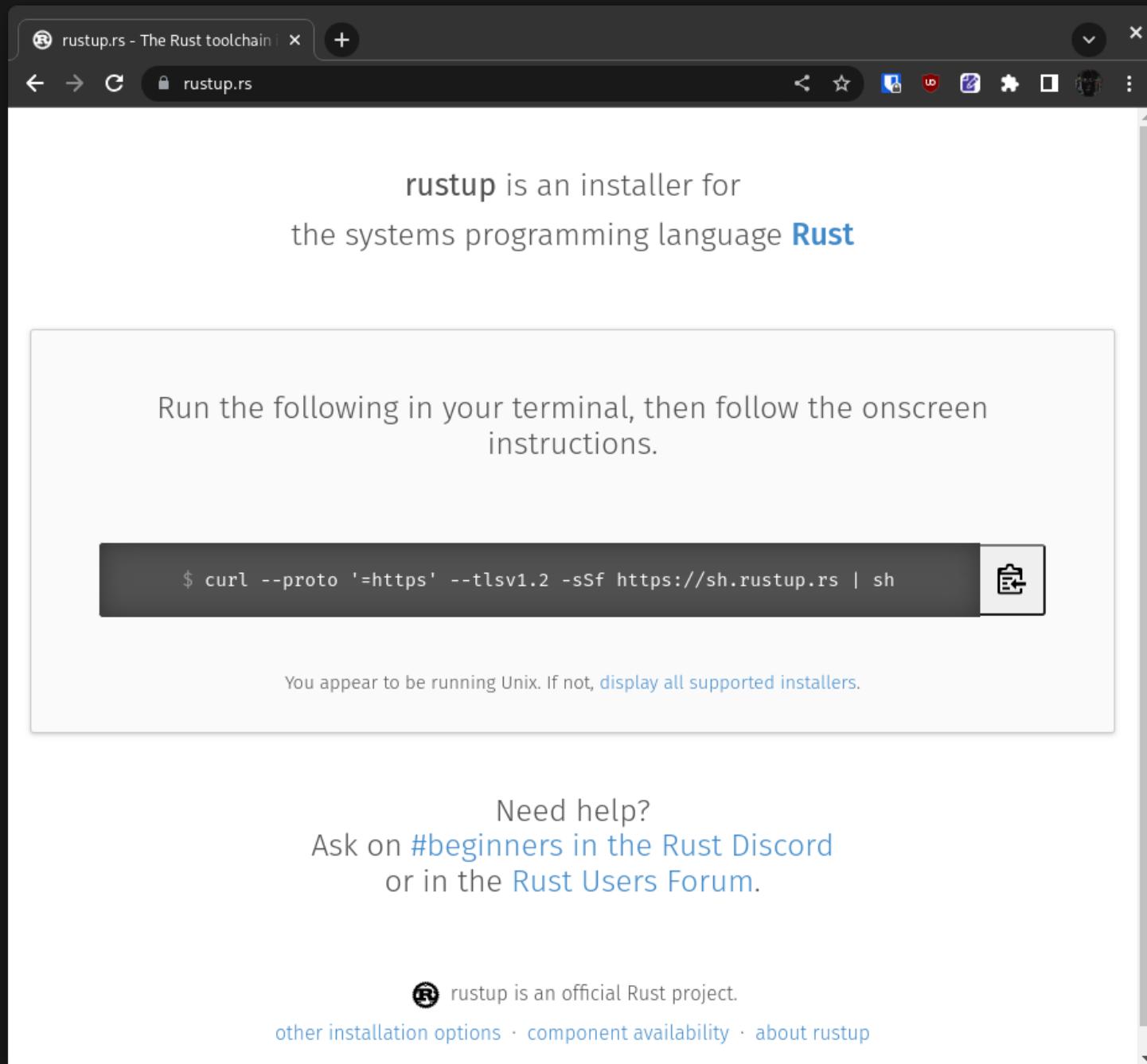
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LET'S INSTALL RUST

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- 1) Proceed with installation (default)
 - 2) Customize installation
 - 3) Cancel installation
- >1

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Rust is installed now. Great!

RUST

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memory safe

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fearless concurrency

RUST

memory safe

fearless concurrency

zero cost abstractions

MY HIGHLIGHTS

MY HIGHLIGHTS

community

MY HIGHLIGHTS

community

processes

MY HIGHLIGHTS

community

processes

tooling

LET'S TEST RUST

SLINT

Slint defines UIs using a *declarative, strongly typed, non-turing complete* description language.

SLINT

Slint can be used from *Rust*, *C++* or *Javascript* code.

```
⚙ CMakeLists.txt •
1 cmake_minimum_required(VERSION 3.21)
1 project(my_application LANGUAGES CXX)
2
3 find_package(Slint QUIET)
4 if (NOT Slint_FOUND)
5   message("Slint could not be located in the CMake module search path.")
6   include(FetchContent)
7   FetchContent_Declare(
8     Slint
9     GIT_REPOSITORY https://github.com/slint-ui/slint.git
10    GIT_TAG release/1
11    SOURCE_SUBDIR api/cpp
12  )
13  FetchContent_MakeAvailable(Slint)
14 endif (NOT Slint_FOUND)
15
16 add_executable(my_application src/main.cpp)
17 target_link_libraries(my_application PRIVATE Slint::Slint)
18 slint_target_sources(my_application ui/appwindow.slint)
```

▶ main 2 - 3 ⚙ neocmake ⚡ TS 1:1

SLINT

Slint code is *compiled* to Rust or C++ code or
interpreted.

SLINT

Slint scales from *microcontrollers* to *workstations*.



LEGALESE

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as needed.

DEMO



- This Demo: <https://github.com/hunger/ui-project-rs>
- Playground: <https://slintpad.com/>
- Documentation: <https://slint.dev/docs>

THANK YOU

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LINKS

- Rust installer: <https://rustup.rs/>
- Rust book: <https://doc.rust-lang.org/book/>
- Slint playground: <https://slintpad.com/>
- Slint Documentation: <https://slint.dev/docs>

