Where’s Rust headed in 2018? Ask the community

2017 was a big year for the Rust systems programming language. Now, members of the open source project are looking to consolidate last year’s progress - making Rust easier to learn and use - and publish the first major update to the stable 2015 Rust release.

“We’re making Rust a much nicer place to be,” said Aaron Turon, a Rust core team member and engineering manager at Mozilla. “We’re working to create a more productive environment for programmers - especially those new to the language.”

The 2018 Rust Event Lineup

Every year there are multiple Rust events around the world, bringing together the community. Despite being early in the year, we’re excited to be able to highlight several events that are already being organized!

This Week in Rust 219

Hello and welcome to another issue of This Week in Rust! Rust is a systems language pursuing the trifecta: safety, concurrency, and speed. This is a weekly summary of its progress and community. Want something mentioned? Tweet us at @ThisWeekInRust or send us a pull request. Want to get involved? We love contributions.
In December, we launched a tv show tie-in with Mr. Robot, Looking Glass, that alarmed some people because we didn’t think hard enough about the implications of shipping an add on that had the potential to be both confusing and upsetting. We’re deeply sorry for this and we understand why it’s important for us to learn and grow from this experience. As mentioned last month, we conducted a post-mortem to better understand how and why this happened and how we can do better.

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