

Type Conversion | From/Into

■ From/Into

- ◆ Rust has a robust type system
 - More reliable & maintainable code
 - Cumbersome to work with similar & wrapper types
 - ▶ Usually requires extra repeated code
- ◆ Traits can be used to easily convert between types:
 - *From*
 - ▶ Convert **from** one type to another
 - *Into*
 - ▶ Convert one type **into** another type

■ Traits: *From/Into*

◆ *From*:

- Associated method on a type
 - ▶ `TypeName::from()`
- Implementing *From* automatically implements *Into*

◆ *Into*:

- *self* method on a type
 - ▶ `variable.into()`

■ *From/Into* Example

```
let owned = String::from("slice");
```

```
let owned: String = "slice".into();
```

```
fn to_owned(slice: &str) -> String {  
    slice.into()  
}
```

■ Implementing *From*

```
enum Status {  
    Broken(u8),  
    Working,  
}  
  
impl From<u8> for Status {  
    fn from(code: u8) -> Self {  
        match code {  
            0 => Status::Working,  
            c => Status::Broken(code),  
        }  
    }  
}
```

■ Using *From/Into* Implementation

```
// Returns a status code
```

```
fn legacy_interface() -> u8 {  
    5  
}
```

```
let status: Status = legacy_interface().into();
```

```
let status = Status::from(legacy_interface());
```

■ Pro Tips

- ◆ *From/Into* cannot fail
- ◆ Almost always want to implement *From* for errors
- ◆ Prefer implementing *From* instead of *Into*
 - *Into* is automatically implemented with *From*
- ◆ Use *.into()* when:
 - Obvious what resulting type will be
- ◆ Use *Type::from()* when:
 - Important to know the resulting type

Question Mark Operator

```
struct Job;
```

```
enum JobError {  
    Expired,  
    Missing,  
    Other(u8),  
}
```

```
impl From<u8> for JobError {  
    fn from(code: u8) -> Self {  
        match code {  
            1 => Self::Expired,  
            2 => Self::Missing,  
            c => Self::Other(c),  
        }  
    }  
}
```

```
fn execute_job(job: Job) -> Result<(), JobError> {  
    Err(2)?  
}
```

Recap

- ◆ *From/Into* allow conversion between types
 - The conversion cannot fail
- ◆ Prefer implementing *From* over *Into*
 - *Into* gets implemented automatically when *From* is implemented
- ◆ The Question Mark operator will automatically use a *From* implementation to convert errors