

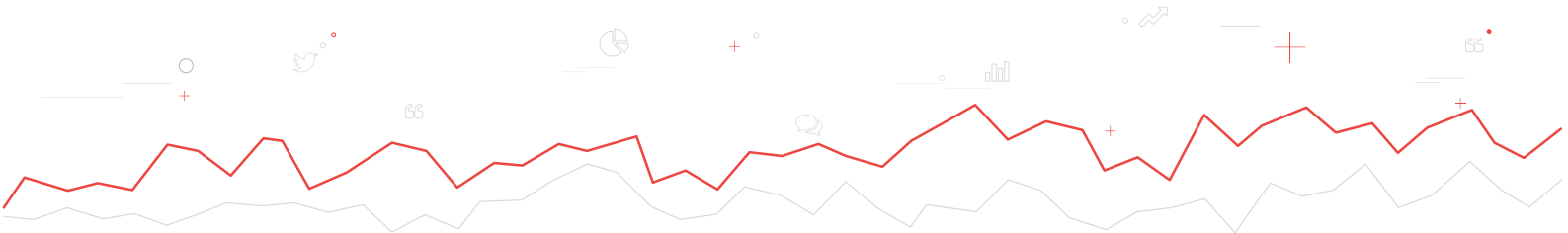


**> scalac**

**Rust**

 **DATE RANGE**

1 Nov 2020 - 31 Jan 2021 (91 days)



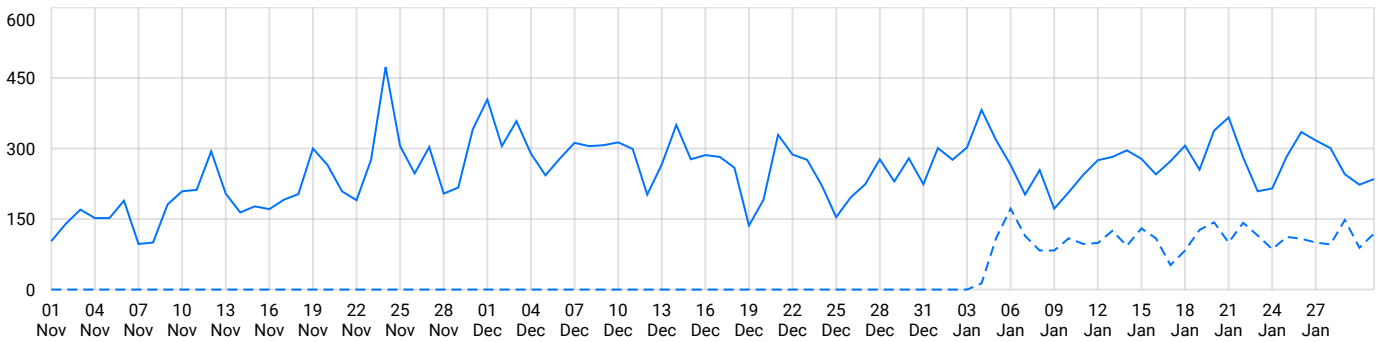
### Summary of mentions



|  |  |   |  |  |
|--|--|---|--|--|
| <b>VOLUME OF MENTIONS</b><br>23 K<br>+20 K (+688%) | <b>SOCIAL MEDIA REACH</b><br>13 M<br>+13 M (+56555%) | <b>NON SOCIAL MEDIA REACH</b><br>123 M<br>+90 M (+269%) | <b>POSITIVE</b><br>9560<br>+8403 (+726%) | <b>NEGATIVE</b><br>2926<br>+2402 (+458%) |
|--|--|---|--|--|

### Volume of mentions graph

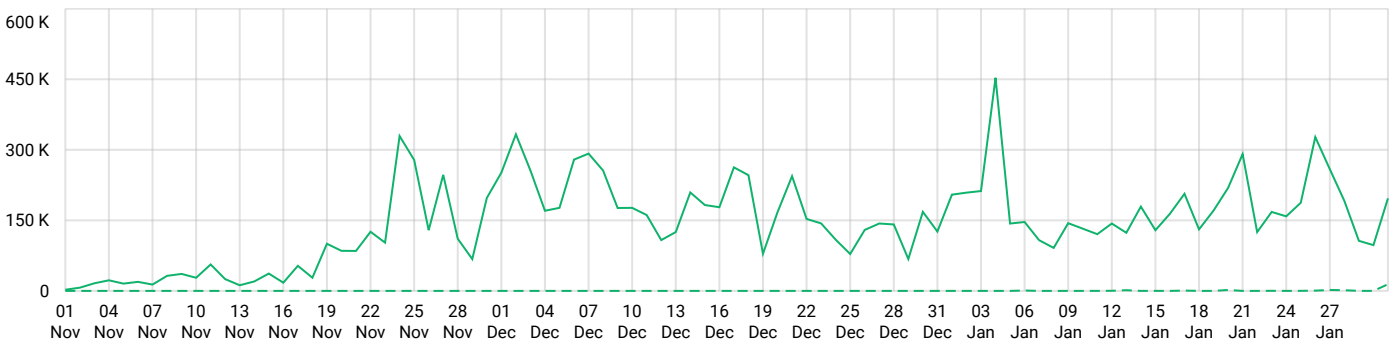
PREVIOUS PERIOD CURRENT PERIOD



PREVIOUS PERIOD: 172 max. 0 min. 32 avg. CURRENT PERIOD: 473 max. 97 min. 253 avg.

### Social media reach graph

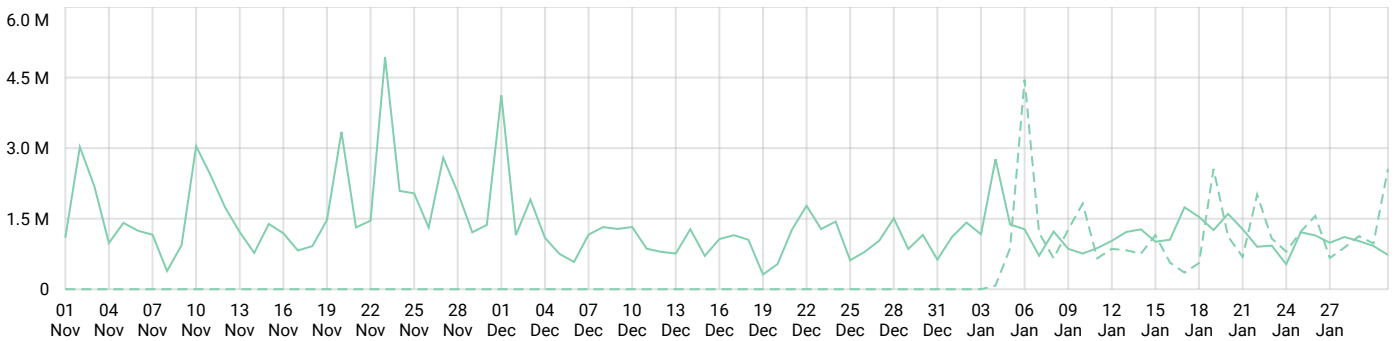
PREVIOUS PERIOD CURRENT PERIOD



PREVIOUS PERIOD: 14 065 max. 0 min. 258 avg. CURRENT PERIOD: 453 K max. 2510 min. 145972 avg.

### Non social media reach graph

PREVIOUS PERIOD CURRENT PERIOD



PREVIOUS PERIOD: 4.5 M max. 0 min. 362146 avg. CURRENT PERIOD: 4.9 M max. 314 K min. 1336062 avg.



### Mentions per category (comparing to previous period)

|  |   |  |
|--|---|--|
| <b>11 754</b> +117440%<br><small>TWITTER</small> | <b>0</b> 0%<br><small>INSTAGRAM</small>   | <b>0</b> 0%<br><small>FACEBOOK</small>     |
| <b>1769</b> +181%<br><small>NEWS</small>         | <b>450</b> +295%<br><small>VIDEOS</small> | <b>26</b> +117%<br><small>PODCASTS</small> |
| <b>3087</b> +466%<br><small>FORUMS</small>       | <b>2367</b> +275%<br><small>BLOGS</small> | <b>3828</b> +278%<br><small>WEB</small>    |

### Numerical summary


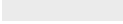


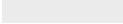


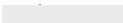


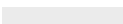


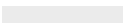


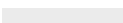


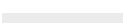


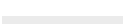





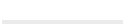

|  |  |   |  |
|--|--|---|--|
| <b>23 281</b><br>MENTIONS              | <b>12 213</b><br>SOCIAL MEDIA MENTIONS | <b>11 068</b><br>NON-SOCIAL MENTIONS    | <b>13 M</b><br>SOCIAL MEDIA REACH      |
| <b>123 M</b><br>NON SOCIAL MEDIA REACH | <b>20 992</b><br>INTERACTIONS          | <b>17 684</b><br>USER GENERATED CONTENT | <b>16 076</b><br>LIKES                 |
| <b>9560</b> 77%<br>POSITIVE MENTIONS   | <b>2926</b> 23%<br>NEGATIVE MENTIONS   | <b>\$ 6.0 M</b><br>AVE                  | <b>11 754</b><br>MENTIONS FROM TWITTER |

### Context of discussion



away looking day time it's world sure using today work new easily best making check comes look year having help  
 strong life including better great team black different won't run working think break base need technology long set means likely  
 features steel corrosion lot used stream build know plastic getting belt playing way clip use product color state dont  
 future server good water perfect going little like minutes want play far does really big live example support car start  
 important years quality people game clean free easy durable come fun metal fall business high said right built following  
 material old




## ★ Most popular mentions

|   |  |  |
|---|--|--|
| 1   |  <br>twitter.com     |  2021-01-04 09:15   |
| was Minecraft then Tarkov then Warzone then Fall Guys then Among Us now Rust... If developers   |  |  |
| 2   |  <br>twitter.com     |  2020-12-02 23:46   |
| IBM achieved incredible performance improvements using WebAssembly and Rust" <a href="https://developer.i">https://developer.i</a>                                  |  |  |
| 3   |  <br>twitter.com     |  2020-11-24 00:03   |
| "Why AWS loves Rust, and how we'd like to help" - @awscloud <a href="https://aws.amazon.com/blogs/opens...">https://aws.amazon.com/blogs/opens...</a>               |  |  |
| 4   |  <br>twitter.com     |  2021-01-20 01:51   |
| that explains how/why we're building @1Password in @rustlang <a href="https://serokell.io/blog/rust-in-p">https://serokell.io/blog/rust-in-p</a>                    |  |  |
| 5   |  <br>twitter.com     |  2021-01-24 09:44   |
| Bryan Rust on the comebacks: \I think for us, we re developing a sense of con~ dence in   |  |  |
| 6   |  <br>twitter.com    |  2020-12-30 01:54   |
| New year, new employer, but still working on Rust: <a href="https://smallcultfollowing.com/babysteps/blog">https://smallcultfollowing.com/babysteps/blog</a>        |  |  |
| 7   |  <br>twitter.com |  2021-01-21 02:26 |
| Rust making steady progress at Microsoft: <a href="https://kennykerr.ca/2021/01/21/rust-for-windows/">https://kennykerr.ca/2021/01/21/rust-for-windows/</a> Both    |  |  |
| 8   |  <br>twitter.com |  2021-01-03 04:55 |
| but on the other hand, the rust developers are really cool, so were getting together a plan   |  |  |
| 9   |  <br>twitter.com |  2021-01-09 21:03 |
| First day of rust was a success. Did a complete rando stream and gotta thank @cyr   |  |  |
| 10  |  <br>twitter.com |  2020-11-22 17:50 |
| Changelog #52: auto-import during completion! <a href="https://rust-analyzer.github.io/thisweek/2020/11/23">https://rust-analyzer.github.io/thisweek/2020/11/23</a> |  |  |

## Most influential sites






















|    | SITE                        |  VISITS |  INFLUENCE SCORE |
|----|-----------------------------|--|---|
| 1  | youtube.com                 | 36 B   | 10 /10  |
| 2  | twitter.com                 | 5.8 B  | 10 /10  |
| 3  | en.wikipedia.org            | 5.3 B  | 10 /10  |
| 4  | yahoo.com                   | 4.0 B  | 10 /10  |
| 5  | ca.~nance.yahoo.com         | 3.8 B  | 10 /10  |
| 6  | uk.news.yahoo.com           | 3.6 B  | 10 /10  |
| 7  | news.yahoo.com              | 3.6 B  | 10 /10  |
| 8  | ~nance.yahoo.com            | 3.5 B  | 10 /10  |
| 9  | ca.sports.yahoo.com         | 3.5 B  | 10 /10  |
| 10 | reddit.com                  | 1.6 B  | 10 /10  |
| 11 | linkedin.com                | 1.2 B  | 10 /10  |
| 12 | cnn.com                     | 1.2 B  | 10 /10  |
| 13 | ca.linkedin.com             | 1.1 B  | 10 /10  |
| 14 | twitch.tv                   | 929 M  | 10 /10  |
| 15 | clips.twitch.tv             | 929 M  | 10 /10  |
| 16 | techcommunity.microsoft.com | 842 M  | 10 /10  |
| 17 | docs.microsoft.com          | 842 M  | 10 /10  |
| 18 | cloudblogs.microsoft.com    | 842 M  | 10 /10  |
| 19 | msn.com                     | 816 M  | 10 /10  |
| 20 | espn.com                    | 514 M  | 10 /10  |

## # Trending hashtags

|    | HASHTAG                |  MENTIONS |
|----|------------------------|--|
| 1  | #rust                  | 13 081   |
| 2  | #twitch                | 2963   |
| 3  | #rustlang              | 1027   |
| 4  | #twitchstreamer        | 774  |
| 5  | #wwenxt                | 680  |
| 6  | #shopmycloset          | 677  |
| 7  | #smallstreamer         | 676  |
| 8  | #streamer              | 572  |
| 9  | #stream                | 522  |
| 10 | #twitchaffiliate       | 513  |
| 11 | #ad                    | 455  |
| 12 | #twitchstreamers       | 417  |
| 13 | #supportsmallstreamers | 401  |
| 14 | #minecraft             | 378  |
| 15 | #smallstreamersconnect | 376  |
| 16 | #javascript            | 344  |
| 17 | #twitchtv              | 333  |
| 18 | #csgo                  | 305  |
| 19 | #rustgame              | 295  |
| 20 | #programming           | 288  |



## Most active countries

|    | COUNTRY  |  MENTIONS | REACH   |
|----|--|---|---------|
| 1  |  United States  | 359   | 357 613 |
| 2  |  Germany        | 79  | 26 036  |
| 3  |  United Kingdom | 66  | 31 914  |
| 4  |  Canada         | 62  | 76 240  |
| 5  |  Benin          | 51  | 2956    |
| 6  |  India          | 38  | 4610    |
| 7  |  France         | 37  | 8756    |
| 8  |  Japan          | 21  | 5895    |
| 9  |  Australia      | 19  | 23 455  |
| 10 |  Sweden         | 15  | 1882    |
| 11 |  Nigeria        | 12  | 7428    |
| 12 |  Indonesia      | 11  | 1910    |
| 13 |  Portugal       | 10  | 1984    |
| 14 |  Poland         | 10  | 1163    |
| 15 |  Belgium        | 9   | 931     |
| 16 |  Italy          | 9   | 1354    |
| 17 |  Switzerland    | 9   | 1194    |
| 18 |  Malaysia       | 8   | 242     |
| 19 |  Israel        | 7   | 4118    |
| 20 |  Singapore    | 7   | 3625    |

## Quotes



twitter.com 2021-01-31 23:55

Today is my ~rst day at work as a **Rust** Developer. That is great! Happy to be a new member of the friendly @Impero\_tech team!



/g/ - How to be a great programmer? N boards.4channel.org 2021-01-31 22:12

Learn **Rust**. Think **Rust**. Do it the **Rust** way.



/g/ - /dpt/ - Daily Programming Thread boards.4channel.org 2021-01-31 18:47

fuck getting proper value semantics behavior in a C++ API is hard. like i can write good code pretty quickly, but getting all the rvalues references and forwarding in the right place takes time **Rust** doesn't have this pro- shut up



twitter.com 2021-01-31 02:36

@hdgarrood In Haskell you sometimes try to do too much with the type checker. In **Rust** you can become too focused on avoiding allocations. Both great in, uences that sneakily turn into anchors.



twitter.com 2021-01-30 07:26

@Erstejahre What s funny about **Rust** developers is that while the language is safe, it is by far the language where people spend the most time fuzzing and testing for security issues. C will \*never ever\* be \safe\, anybody thinking otherwise is seriously kidding themselves.



twitter.com 2021-01-31 23:17

@BrianTRice @zkat\_ Horny on fn main if youre a **Rust** programmer.



twitter.com 2021-01-31 22:30

@imjasonmiller @wesbos @syntaxfm I guess they started with tsc, but since @rustlang is so fundamental to the core, they migrated the compilation duties to the **rust** based server using swc. Seems to be used by Framr and Strapi too. Great ~nding. Thanks for sharing #TIL



/g/ - /dpt/ - Daily Programming Thread boards.4channel.org 2021-01-31 15:47

79969020 and this is why **Rust** is a lost cause



twitter.com 2021-01-30 23:54

@mcclosure111 @m\_ou\_se @rustlang (and like, really 0 not just '0 is a null pointer constant' the way it is in C and C++. that said, memsetting stuff to 0 to initialize is still problematic in **rust** for various reasons...)



twitter.com 2021-01-31 22:59

4 How To Get Started? **Rust** has a book for everything. No difference for WASM. The **Rust** WASM book is a great ~rst entry into **Rust** and WebAssembly in combination with web development.  
<https://rustwasm.github.io/docs/book/>



twitter.com 2021-01-31 21:11

**Rust's** module system is surprisingly confusing and causes a lot of frustration for beginners. Clear explanation of **Rust's** module system #rustlang  
<http://www.sheshbabu.com/posts/rust-module-system/>



/g/ - /dpt/ - Daily Programming Thread boards.4channel.org 2021-01-31 15:32

**Rust** is perfectly readable . /// Iterates over all nodes in the Queue mutably. /// /// No changes that affect node order must be made. struct IterMut { next: Option, } impl IterMut { fn new(~ rst: &a mut Option) - Self { IterMut:: { next: Self::unpack(~ rst), } } fn unpack(next: &a...