

Forum:[Hack Forums](#)

Thread: [Rust VS C++ for making http nets, every day software dev](#)

exploit.exe - August 18, 2020, 4:55 pm

I have been looking into both but I am stuck.

Does Rust have WinAPI and other needed libraries and syscalls for making botnets with persistence etc?

And what about everyday tools? I heard rust is easier and faster but I am not sure.

saltycracker - August 18, 2020, 10:01 pm

(Aug 18, 2020 04:55 PM)R I C O Wrote: [\[CITE\]](#) ...I heard rust is easier...

Lol... Easier than what? Quantum mechanics?

C++ - August 18, 2020, 10:31 pm

(Aug 18, 2020 10:01 PM)saltycracker Wrote: [\[CITE\]](#) Lol... Easier than what? Quantum mechanics?

look at the title he just said c++ lol

saltycracker - August 18, 2020, 10:55 pm

The last language I would use for anything is Rust.

Too many high level abstractions(that are not well explained for the less experienced) and too little real documentation or examples or libraries or community.

exploit.exe - August 18, 2020, 11:08 pm

(Aug 18, 2020 10:55 PM)saltycracker Wrote: [\[CITE\]](#) The last language I would use for anything is Rust.

Too many high level abstractions(that are not well explained for the less experienced) and too little real documentation or examples or libraries or community.

I've decided c++, thanks.

n1k7 - November 24, 2024, 12:27 am

There is Winapi and good documentation but you cannot escape the wrath of not learning about how the APIs actually work before starting to code in Rust, as it would be very messy in rust.

C/C++ has wrappers for use which you can use for your code and shape them as you would like.

hakjit - December 5, 2024, 12:53 pm

I wouldn't use Rust for anything hacking. C++ is tried and true at this point.

ByteDoktor - February 19, 2025, 2:40 pm

If you 're doing anything windows related stick to C++, atleast until Rust matures.