

Forum:[Hack Forums](#)

Thread: [Rust Adoption Drives Android Memory Safety Bugs Below 20% for First Time](#)

Stanley - November 25, 2025, 12:35 pm

Rust Adoption Drives Android Memory Safety Bugs Below 20% for First Time

Google has disclosed that the company's continued adoption of the Rust programming language in Android has resulted in the number of memory safety vulnerabilities falling below 20% of total vulnerabilities for the first time.

"We adopted Rust for its security and are seeing a 1000x reduction in memory safety vulnerability density compared to Android's C and C++ code. But the biggest surprise was

<https://thehackernews.com/2025/11/rust-adoption-drives-android-memory.html>

Terry A. Davis - November 25, 2025, 1:58 pm

I should contribute to Android purely in shit C so I can drive that stat back up.

How many times do you need to tell Rust you're doing unsafe code though? Because doesn't it have the guardrails up pretty high unless you tear them down, same thing as C++ being unsafe by consequence of use, it's not the language at fault, just maybe safety nets don't exist as often or as easily usable in languages like that.

C# For example very safe.
Python almost bulletproof.

C++... Well, tie it in with Win32, I can Read/Write process memory, or even inside my own process, of course with any language that lets you dynamically allocate memory, if you don't handle it or be careful with it, you're going to step on your toes once or twice, and sometimes not right away.