# Microsoft officially announced the Rust / WinRT project on GitHub

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Rust is an emerging programming language, designed for high-performance systems, strong security capabilities, and a modern package management process that can be installed for use on almost any operating system, and even on embedded hardware.

Basically, Rust owns a lot of similarities with older languages ??like C or C ++. However, this 'young' programming language still contains some of the core elements that make a difference, with safety and security being the central foundation.

Microsoft has just announced that it will support Rust on Windows through Rust language projections for Windows Runtime, using standard languages ??and compilers, providing a methodology. Natural and easy to get used to for Rust developers when interacting with the Windows API.

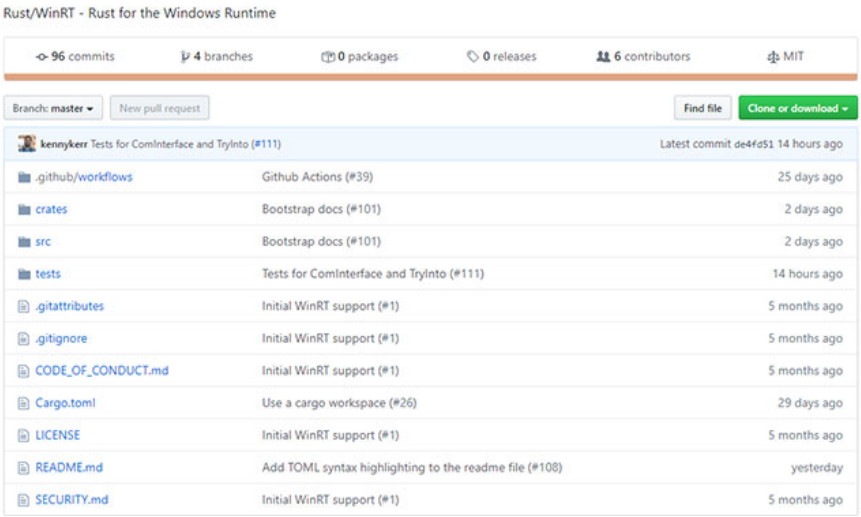
Rust / WinRT allows developers to call any past, present, and future WinRT APIs using code generated directly from API description metadata and right in Rust package, where developers can call them similar to other Rust modules.

Windows Runtime is based on Component Object Model (COM) APIs, and is designed to be accessible through language projections like C ++ / WinRT and Rust / WinRT. These language projections take metadata that describes various APIs and create natural binding mechanisms for the target programming language.

This allows developers to easily build applications but compatible components for Windows in the programming language they desire. It is also possible to use these Windows APIs to build desktop applications, host applications, or a more unique component, such as the NT service or device driver.

The Rust / WinRT language project is currently in public preview, but Microsoft has decided to open the project right now to get more feedback from the community.

You can consult and contribute to Microsoft on the Rust / WinRT GitHub site at:
*https://github.com/microsoft/winrt-rs*




Project Rust / WinRT on Github
Read more about the Rust / WinRT project on the official Microsoft blog at:
*https://blogs.windows.com/windowsdeveloper/2020/04/30/rust-winrt-public-preview/*

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