

```
1 use std::fmt::Debug;
2
3
4 trait Unknown {
5     fn serialize(&self) -> String;
6 }
7
8 impl Unknown for i32{
9     fn serialize(&self) -> String {
10         self.to_string()
11     }
12 }
13
14 impl <T: Debug> Unknown for Vec<T>{
15     fn serialize(&self) -> String {
16         format!("{:?}", self)
17     }
18 }
19
20 impl Unknown for String{
21     fn serialize(&self) -> String {
22         self.clone()
23     }
24 }
25
26 fn get_vec() -> Vec<Box<dyn Unknown>>{
27     Vec::new()
28 }
29
30 fn print_vec(v: &Vec<Box<dyn Unknown>>){
31     for t in v.iter().clone(){
32         println!("{}",t.serialize())
33     }
34 }
```