

Day 14

Gifts for Everyone

The Story

Santa glared at the terminal, baffled. "A simple `println!`! That's all I needed! Why won't it work?!" He tugged his beard, fuming. The elves had been cranking out code under his "motivational" leadership, but now even Santa's Rust "expertise" was falling short.

The Story

Bernard, the Lead Elf, leaned over Santa's shoulder, squinting at the code. "Wait... are those gifts for elves and reindeer too? Are you planning to give everyone presents this year?"

The Story

Santa slammed the laptop shut, his cheeks reddening. "It's supposed to be a surprise! If Prancer finds out, she'll livestream the announcement before the code even works. Now fix this, Bernard—discreetly."

The Story

Bernard crossed his arms, smirking.

"Santa, that's ambitious. But this code is spaghetti. I'll fix it—but you owe the elves an extra cocoa break."

Santa growled. "Fine! Just fix it! And not a word to anyone until it's done."

Bernard chuckled, cracking his knuckles.

"You got it, boss!"

Your Mission

If Bernard solves this problem, it will be likely that the elves and reindeer get gifts from Santa too, it'll be their lucky year, you just need to write a function so that Santa easily can log the gifts, the function should be able to take in either `KidsGift` , `ElvesGift` or `ReindeerGift` and print them out.

Your Mission

Make sure you update the signature of the `display_gift` function to accept any of the types.

Hints

If you're stuck or need a starting point, here are some hints to help you along the way!

- Use trait bounds to accept only those types that implement a specific trait.
- Import the `Display` trait using `use std::fmt::Display`.

Hints

- Implement the trait for each gift type.
- In order for a type to be displayable, it needs to implement the Display trait.
- Here is an example of a trait bound:

```
fn my_fn<T: fmt::Display>(arg: T) {  
    println!("{}", arg);  
}
```