

A non-mutable value was assigned a value.

Erroneous code example:

```
struct SolarSystem {  
    earth: i32,  
}  
  
let ss = SolarSystem { earth: 3 };  
ss.earth = 2; // error!
```

To fix this error, declare `ss` as mutable by using the `mut` keyword:

```
struct SolarSystem {  
    earth: i32,  
}  
  
let mut ss = SolarSystem { earth: 3 }; // declaring `ss` as mutable  
ss.earth = 2; // ok!
```