Visibility is restricted to a module which isn't an ancestor of the current item.

Erroneous code example:

```
pub mod Sea {}

pub (in crate::Sea) struct Shark; // error!

fn main() {}
```

To fix this error, we need to move the `Shark` struct inside the `Sea` module:

```
pub mod Sea {
    pub (in crate::Sea) struct Shark; // ok!
}

fn main() {}
```

Of course, you can do it as long as the module you're referring to is an ancestor:

```
pub mod Earth {
    pub mod Sea {
        pub (in crate::Earth) struct Shark; // ok!
    }
}

fn main() {}
```