

Multiple types were used as bounds for a closure or trait object.

Erroneous code example:

```
fn main() {  
    let _: Box<dyn std::io::Read + std::io::Write>;  
}
```

Rust does not currently support this.

Auto traits such as `Send` and `Sync` are an exception to this rule: It's possible to have bounds of one non-builtin trait, plus any number of auto traits. For example, the following compiles correctly:

```
fn main() {  
    let _: Box<dyn std::io::Read + Send + Sync>;  
}
```