

The matched value was assigned in a match guard.

Erroneous code example:

```
let mut x = Some(0);
match x {
  None => {}
  Some(_) if { x = None; false } => {} // error!
  Some(_) => {}
}
```

When matching on a variable it cannot be mutated in the match guards, as this could cause the match to be non-exhaustive.

Here executing `x = None` would modify the value being matched and require us to go "back in time" to the `None` arm. To fix it, change the value in the match arm:

```
let mut x = Some(0);
match x {
  None => {}
  Some(_) => {
    x = None; // ok!
  }
}
```