

The associated type used was not defined in the trait.

Erroneous code example:

```
trait T1 {  
    type Bar;  
}  
  
type Foo = T1<F=i32>; // error: associated type `F` not found for `T1`  
  
// or:  
  
trait T2 {  
    type Bar;  
  
    // error: Baz is used but not declared  
    fn return_bool(&self, _: &Self::Bar, _: &Self::Baz) -> bool;  
}
```

Make sure that you have defined the associated type in the trait body. Also, verify that you used the right trait or you didn't misspell the associated type name. Example:

```
trait T1 {  
    type Bar;  
}  
  
type Foo = T1<Bar=i32>; // ok!  
  
// or:  
  
trait T2 {  
    type Bar;  
    type Baz; // we declare `Baz` in our trait.  
  
    // and now we can use it here:  
    fn return_bool(&self, _: &Self::Bar, _: &Self::Baz) -> bool;  
}
```