

It is not allowed to use or capture an uninitialized variable.

Erroneous code example:

```
fn main() {  
    let x: i32;  
    let y = x; // error, use of possibly-uninitialized variable  
}
```

To fix this, ensure that any declared variables are initialized before being used.

Example:

```
fn main() {  
    let x: i32 = 0;  
    let y = x; // ok!  
}
```