

An implementation cannot be chosen unambiguously because of lack of information.

Erroneous code example:

```
trait Generator {  
    fn create() -> u32;  
}  
  
struct Impl;  
  
impl Generator for Impl {  
    fn create() -> u32 { 1 }  
}  
  
struct AnotherImpl;  
  
impl Generator for AnotherImpl {  
    fn create() -> u32 { 2 }  
}  
  
fn main() {  
    let cont: u32 = Generator::create();  
    // error, impossible to choose one of Generator trait implementation  
    // Should it be Impl or AnotherImpl, maybe something else?  
}
```

This error can be solved by adding type annotations that provide the missing information to the compiler. In this case, the solution is to use a concrete type:

```
trait Generator {  
    fn create() -> u32;  
}  
  
struct AnotherImpl;  
  
impl Generator for AnotherImpl {  
    fn create() -> u32 { 2 }  
}  
  
fn main() {  
    let gen1 = AnotherImpl::create();  
  
    // if there are multiple methods with same name (different traits)  
    let gen2 = <AnotherImpl as Generator>::create();  
}
```