An incorrect number of generic arguments was provided.

```
Erroneous code example:
struct Foo<T> { x: T }
struct Bar { x: Foo }
                                 // error: wrong number of type arguments:
                                 // expected 1, found 0
struct Baz<S, T> { x: Foo<S, T> } // error: wrong number of type arguments:
                                     expected 1, found 2
                                 //
fn foo<T, U>(x: T, y: U) {}
fn f() {}
fn main() {
   let x: bool = true;
    foo::<bool>(x);
                                   // error: wrong number of type arguments:
                                             expected 2, found 1
                                   //
   foo::<bool, i32, i32>(x, 2, 4); // error: wrong number of type arguments:
                                   //
                                             expected 2, found 3
   f::<'static>();
                                   // error: wrong number of lifetime arguments
                                             expected 0, found 1
}
When using/declaring an item with generic arguments, you must provide the
exact same number:
struct Foo<T> { x: T }
struct Bar<T> { x: Foo<T> }
                                        // ok!
struct Baz<S, T> { x: Foo<S>, y: Foo<T> } // ok!
fn foo<T, U>(x: T, y: U) {}
fn f() {}
fn main() {
   let x: bool = true;
                                         // ok!
   foo::<bool, u32>(x, 12);
```

// ok!

f();

}