

An unresolved name was used.

Erroneous code examples:

```
something_that_doesnt_exist::foo;  
// error: unresolved name `something_that_doesnt_exist::foo`
```

// or:

```
trait Foo {  
    fn bar() {  
        Self; // error: unresolved name `Self`  
    }  
}
```

// or:

```
let x = unknown_variable; // error: unresolved name `unknown_variable`
```

Please verify that the name wasn't misspelled and ensure that the identifier being referred to is valid for the given situation. Example:

```
enum something_that_does_exist {  
    Foo,  
}
```

Or:

```
mod something_that_does_exist {  
    pub static foo : i32 = 0i32;  
}
```

```
something_that_does_exist::foo; // ok!
```

Or:

```
let unknown_variable = 12u32;  
let x = unknown_variable; // ok!
```

If the item is not defined in the current module, it must be imported using a `use` statement, like so:

```
# mod foo { pub fn bar() {} }  
# fn main() {  
    use foo::bar;  
    bar();  
# }
```

If the item you are importing is not defined in some super-module of the current module, then it must also be declared as public (e.g., `pub fn`).