**Skill Extension**

A rust program is needed which creates a connection block of data for a network project.

Each Connection block includes:

* An IPv4 address (stored a 4 x u8 integer octets, rather than a decimal-dotted String)
* An enumerated protocol: TCP or UDP
* A port number (stored as a u32 integer)

**Here is the submitted code from the developer:**

**Things to note:**

* Use of attributes
* Use of raw identifiers

**#[**allow**(**dead\_code**)]**

**#[**derive**(**Debug**)]**

**enum** Protocol **{**

TCP**,**

UDP

**}**

**use** Protocol**::**TCP**;**

**#[**derive**(**Debug**)]**

**struct** Connection **{**

ipv4**:** **[u8;** 4**],**

port**:** **u32,**

r#**type:** Protocol

**}**

**impl** Connection **{**

**fn** new**()->**Self**{**

Self**{**

ipv4**:** **[**0**,** 0**,** 0**,** 0**],**

port**:** 0**,**

r#**type:** TCP

**}**

**}**

**}**

**fn** main**()** **{**

**let** **mut** my\_connection **=** Connection**::**new**();**

my\_connection**.**ipv4**[**0**]** **=** 192**;**

my\_connection**.**ipv4**[**1**]** **=** 168**;**

my\_connection**.**ipv4**[**2**]** **=** 1**;**

my\_connection**.**ipv4**[**3**]** **=** 66**;**

my\_connection**.**port **=** 1066**;**

println!**(**"{:?}"**,** my\_connection**);**

println!**(**"{:?}"**,** my\_connection**.**r#**type);**

**}**

**Challenge:**

Can this be successfully refactored?