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Passing lifetime to a struct

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I have code like this:

```
pub trait Action {
  fn execute(&self);
struct AddAction<'a> {
  rpn_calculator: &'a RpnCalculator
struct DeductAction <a> {
  rpn_calculator: &'a RpnCalculator
impl\,Action\,for\,DeductAction<'\_>\,\{
  fn execute(&self) {
  }
impl Action for AddAction<'_> {
  fn execute(&self) {
    // ...
impl<a>RonCalculator {
   fn actions(&self) -> Vec<Box<dyn Action + 'a>> {
     let mut actions: Vec<Soxdyn Action + 'a>= vec![
Box:new(AddAction { rpn_calculator: &self })]
Box:new(AddAction { rpn_calculator: &self })
       // ...
     ];
     actions
```

The intention of my code is that RpnCalculator.actions() should create some instances of some structs that implement trait Action and return a vector containing those instances. Those structs have a property rpn_calculator which is a reference to a RpnCalculator. The RpnCalculator.actions() should put self (the RpnCalculator that creates it) into this reference.

Now the error I get is "cannot infer the appropriate lifetime". I get this error in the line where I create an instance that I add to the vector:

 $Box:new(AddAction~\{~rpn_calculator:\&self~\})$

For that reason I have 'a in the vector declaration, but it still doesn't work.



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onow asked Aug 30 '20 at 20:21



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Does this answer your question? How to infer an appropriate lifetime for an implementation using lifetimes for structs and impl?

Aug 30 '20 at 22:27

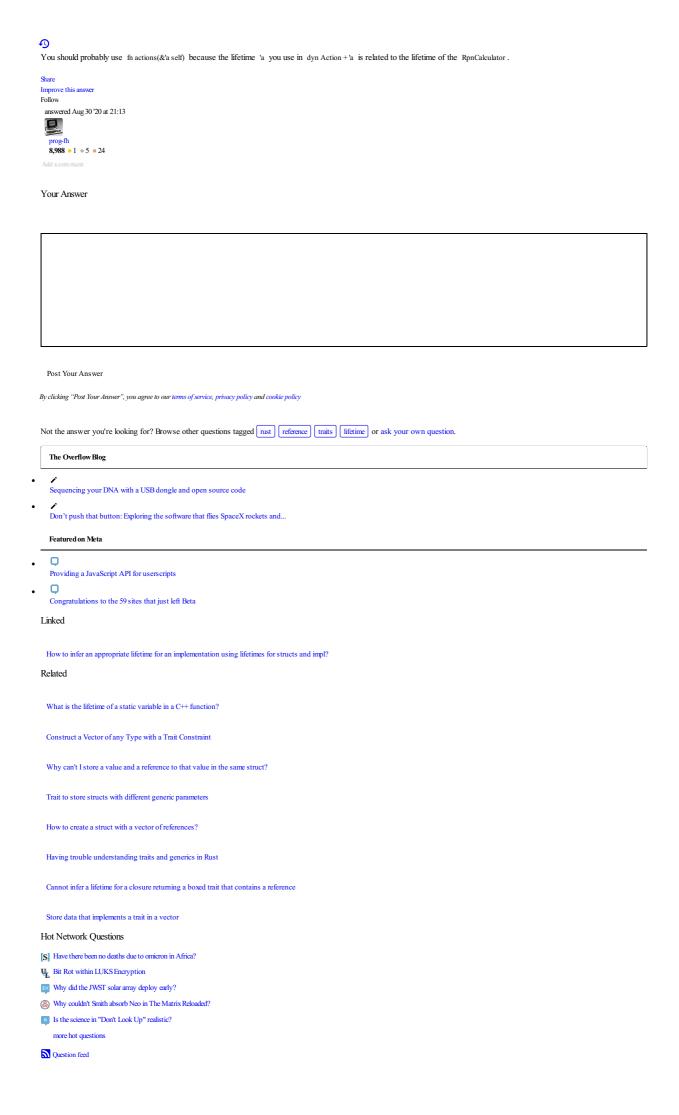
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