

Channel	
name	&str
messages	Vec<Message>
get_name(&self) -> &str	
get_matching_message(&self, content: &str) -> &str	

Message	
content	String

Lifetimes needed by
this entire
implementation block

Annotation needed
specifically by the
'Channel' struct

```
impl<'a> Channel<'a> {  
    fn get_name(&self) -> &str {  
        self.name  
    }  
}
```