

Go Programming - OOP Part II

Concepts of Programming Languages

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Embedding

- Go does not support inheritance: Go supports embedding of other structs.

```
// Point is a two dimensional point in a cartesian coordinate system.  
type Point struct{ x, y int }
```

```
// ColorPoint extends Point by adding a color field.  
type ColorPoint struct {  
    Point // Embedding simulates inheritance but it is delegation!  
    c      int  
}
```

```
fmt.Println(cp.x) // access inherited field
```

- In Java this can be done with delegation.
- Syntactically it is similar to inheritance in Java
- Access to embedded field is identical to a normal field inside a struct
- Overriding of methods is supported, overloading is not!

Interfaces and Polymorphism

```
func main() {  
    var p = Point{1, 2}  
    var cp = ColorPoint{Point{1, 2}, 3}  
  
    fmt.Println(p)  
    fmt.Println(cp)  
    fmt.Println(cp.x) // access inherited field  
  
    // p = cp // does not work: No type hierarchy, no polymorphism  
    p = cp.Point // works  
  
    // s is a interface and supports Polymorphism  
    var s fmt.Stringer  
    s = p  
    fmt.Println(s.String())  
    s = cp  
    fmt.Println(s.String())  
}
```

Run

Send Mail with Go: A minimal Interface

```
// Address is the address of the mail receiver.
type Address struct {
    Address string
}

// Sender is a interface to send mails.
type Sender interface {

    // Send an email to a given address with a message.
    SendMail(address Address, message string)
}
```

- A example interface for a service-oriented component

A type implements an interface when providing the required methods

```
// Package smtp sends mails over the smtp protocol.
package smtp

import (
    "log"

    "github.com/jweigend/concepts-of-programming-languages/oop/mail"
)

// MailSenderImpl is a sender object.
type MailSenderImpl struct {
}

// SendMail sends a mail to a receiver.
func (m *MailSenderImpl) SendMail(address mail.Address, message string) {
    log.Println("Sending message with SMTP to " + address.Address + " message: " + message)
    return
}
```

- Import references fully qualified VC directories in \$GOPATH/src

The Go interface can be used as in Java

```
// Package client contains sample code for the mail components.
package client

import (
    "github.com/jweigend/concepts-of-programming-languages/oop/mail"
    "github.com/jweigend/concepts-of-programming-languages/oop/mail/util"
)

// Registry is the central configuration for the service locator
var Registry = util.NewRegistry()

// SendMail sends a mail to a receiver.
func SendMail(address, message string) {

    // Create an implementation for the mail.Sender interface.
    var sender = Registry.Get("mail.Sender").(mail.Sender)

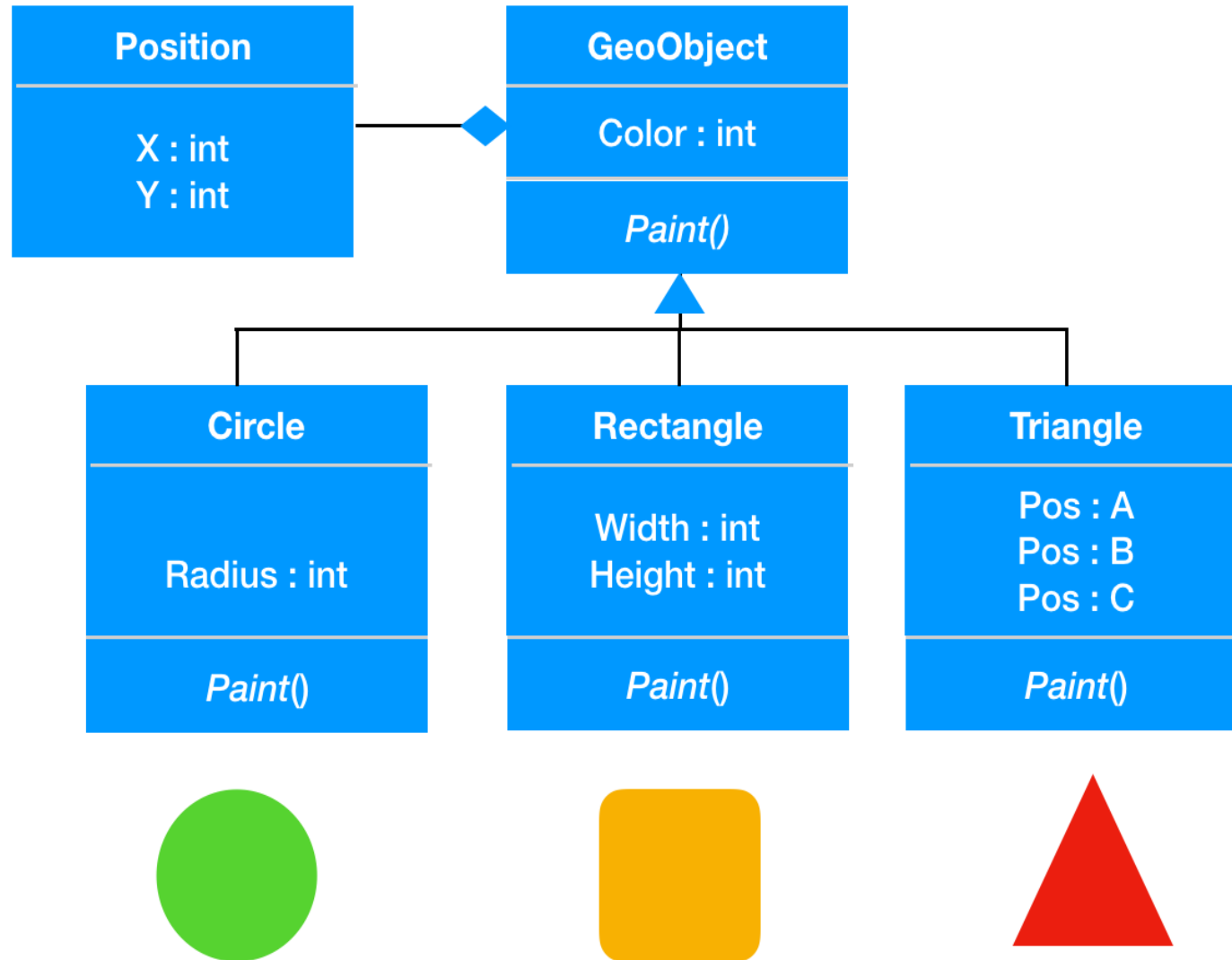
    mailaddrs := mail.Address{Address: address}
    sender.SendMail(mailaddrs, message)
}
```

Summary

- Several interfaces can be put together to form an interface
- Go does not support inheritance but type embedding (delegation without syntactic ballast)
- Go supports polymorphism only via interfaces, not through classes
- Interfaces with one method end with the ending "er" (Stringer, Writer, Reader...)

youtu.be/Ng8m5VXsn8Q?t=414 (<https://youtu.be/Ng8m5VXsn8Q?t=414>)

Exercise 3



Exercise

- Implement the UML diagram with Go
- The Paint() method should print the names and values of the fields to the console
- Allocate an array of polymorph objects and call Paint() in a loop

github.com/jweigend/concepts-of-programming-languages/blob/master/docs/exercises/Exercise3.md (<https://github.com/jweigend/concepts-of-programming-languages/blob/master/docs/exercises/Exercise3.md>)

Questions

- What is the difference between inheritance in Java and embedding in Go?
- How does Go support multiple inheritance? Is it supported for interfaces and types?

Thank you

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