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# Introduction

A bunch of programming documents.

## Node相关的一些笔记

# Go

A bunch of Go learning stuffs.

## Go Doc

Go Standard library Translation

## errors

本文是 Go 标准库中 errors 包文档的翻译，原文地址为：  
<https://golang.org/pkg/errors/>

## 概述

errors 包实现了用于处理错误的函数。

示例：

```
package main

import (
    "fmt"
    "time"
)

// MyError 是一个包含了时间和消息的错误实现
type MyError struct {
    When time.Time
    What string
}

func (e MyError) Error() string {
    return fmt.Sprintf("%v: %v", e.When, e.What)
}

func oops() error {
    return MyError{
        time.Date(1989, 3, 15, 22, 30, 0, 0, time.UTC),
        "the file system has gone away",
    }
}

func main() {
    if err := oops(); err != nil {
        fmt.Println(err)
    }
}
```

示例执行结果：

```
1989-03-15 22:30:00 +0000 UTC: the file system has gone away
```

## New 函数

```
func New(text string) error
```

根据给定的文本返回一个错误。

示例：

```
package main

import (
    "errors"
    "fmt"
)

func main() {
    err := errors.New("emit macho dwarf: elf header corrupted")
    if err != nil {
        fmt.Print(err)
    }
}
```

示例执行结果：

```
emit macho dwarf: elf header corrupted
```

fmt 包的 Errorf 函数可以让用户使用该包的格式化功能来创建描述错误的消息。

示例：

```
package main

import (
    "fmt"
)

func main() {
    const name, id = "bimmler", 17
    err := fmt.Errorf("user %q (id %d) not found", name, id)
    if err != nil {
        fmt.Print(err)
    }
}
```

示例执行结果：

```
user "bimmler" (id 17) not found
```

## Go Gotchas

This collection of Go gotchas and pitfalls will help you find and fix similar problems in your own code.



## Assignment to entry in nil map

Why does this program panic?

```
var m map[string]float64
m["pi"] = 3.1416
```

```
# Output
panic: assignment to entry in nil map
```

## Answer

You have to initialize the map using the make function (or a map literal) before you can add any elements:

```
m := make(map[string]float64)
m["pi"] = 3.1416
```

# Invalid memory address or nil pointer dereference

Why does this program panic?

```
package main

import (
    "math"
    "fmt"
)

type Point struct {
    X, Y float64
}

func (p *Point) Abs() float64 {
    return math.Sqrt(p.X*p.X + p.Y*p.Y)
}

func main() {
    var p *Point
    fmt.Println(p.Abs())
}
```

```
panic: runtime error: invalid memory address or nil pointer dereference
[signal SIGSEGV: segmentation violation code=0x1 addr=0x0 pc=0x499043]
```

```
goroutine 1 [running]:
main.(*Point).Abs(...)
    /tmp/sandbox466157223/prog.go:13
main.main()
    /tmp/sandbox466157223/prog.go:18 +0x23
```

## Answer

**The uninitialized pointer `p` in the main function is `nil`, and you can't follow the `nil` pointer.**

If `x` is `nil`, an attempt to evaluate `*x` will cause a run-time panic.

— [The Go Programming Language Specification: Address operators](#)

You need to create a `Point`

```
func main() {
    var p *Point = new(Point)
    fmt.Println(p.Abs())
}
```

Since methods with pointer receivers take either a value or a pointer, you could also skip the pointer altogether:

errors

```
func main() {  
    var p Point // has zero value Point{X:0, Y:0}  
    fmt.Println(p.Abs())  
}
```

## Array won't change

Why does the array value stick?

```
package main

import "fmt"

func Foo(a [2]int) {
    a[0] = 6
}

func main() {
    a := [2]int{1, 2}
    Foo(a) // Try to change a[0].
    fmt.Println(a) // Output: [1 2]
}
```

## Answer

- Arrays in Go are **values**
- When you pass an array to a function, **the array is copied**.

If you want to Foo to update the elements of a function, use a **Slice** instead.

```
package main

import "fmt"

func Foo(a []int) {
    if len(a) > 0 {
        a[0] = 6
    }
}

func main() {
    a := []int{1, 2}
    Foo(a) // Change a[0].
    fmt.Println(a) // Output: [6 2]
}
```

A slice does not store any data, it just describes a section of an underlying array.

When you change an element of a slice, you modify the corresponding element of its underlying array, and other slices that share the same underlying array will see the change.

## Go Blog

Some Go Learning notes.

- [A Quick Introduction to Elasticsearch for Node Developers](#)

## 每周阅读

记录每一周的阅读记录及链接

## **Week 01(20201024-20201030)**

### **Book**

- 《三体III-死神永生》
- 《Javascript 设计模式与开发实践》

### **Blog**

- [A Quick Introduction to Elasticsearch for Node Developers](#)

### **Blockchain**

- [An Introduction to Binance Smart Chain \(BSC\)](#)
- [Adding Binance Smart Chain and JNTR to your MetaMask](#)