Call your code from another module - The Go Programming Language

Read time: 3 minutes

---

1. Documentation
2. Tutorials
3. Call your code from another module

In the previous section, you created a `greetings` module. In this section, you'll write code to make calls to the `Hello` function in the module you just wrote. You'll write code you can execute as an application, and which calls code in the `greetings` module.

1. Create a `hello` directory for your Go module source code. This is where you'll write your caller.

   After you create this directory, you should have both a hello and a greetings directory at the same level in the hierarchy, like so:

   ```
   <home>/
    |-- greetings/
    |-- hello/
   ```

   For example, if your command prompt is in the greetings directory, you could use the following commands:

   ```
   cd ..
   mkdir hello
   cd hello
   ```

2. Enable dependency tracking for the code you're about to write.

To enable dependency tracking for your code, run the `go mod init` command, giving it the name of the module your code will be in.

For the purposes of this tutorial, use `example.com/hello` for the module path.

```
$ go mod init example.com/hello
go: creating new go.mod: module example.com/hello
```

3. In your text editor, in the hello directory, create a file in which to write your code and call it hello.go.
4. Write code to call the `Hello` function, then print the function's return value.

To do that, paste the following code into hello.go.

```
package main

import (
    "fmt"

    "example.com/greetings"
)
```

```
func main() {
    // Get a greeting message and print it.
    message := greetings.Hello("Gladys")
    fmt.Println(message)
}
```

In this code, you:

- Declare a `main` package. In Go, code executed as an application must be in a `main` package.
- Import two packages: `example.com/greetings` and the `fmt` package. This gives your code access to functions in those packages. Importing `example.com/greetings` (the package contained in the module you created earlier) gives you access to the `Hello` function. You also import `fmt`, with functions for handling input and output text (such as printing text to the console).
- Get a greeting by calling the `greetings` package's `Hello` function.

5. Edit the `example.com/hello` module to use your local `example.com/greetings` module.

For production use, you'd publish the `example.com/greetings` module from its repository (with a module path that reflected its published location), where Go tools could find it to download it. For now, because you haven't published the module yet, you need to adapt the `example.com/hello` module so it can find the `example.com/greetings` code on your local file system.

To do that, use the `go mod edit` command to edit the `example.com/hello` module to redirect Go tools from its module path (where the module isn't) to the local directory (where it is).

1. From the command prompt in the hello directory, run the following command:

```
$ go mod edit -replace example.com/greetings=../greetings
```

The command specifies that `example.com/greetings` should be replaced with `../greetings` for the purpose of locating the dependency. After you run the command, the go.mod file in the hello directory should include a `replace` directive:

```
module example.com/hello

go 1.16

replace example.com/greetings => ../greetings
```

2. From the command prompt in the hello directory, run the `go mod tidy` command to synchronize the `example.com/hello` module's dependencies, adding those required by the code, but not yet tracked in the module.

```
$ go mod tidy
go: found example.com/greetings in example.com/greetings
v0.0.0-00010101000000-000000000000
```

After the command completes, the `example.com/hello` module's go.mod file should look like this:

```
module example.com/hello

go 1.16

replace example.com/greetings => ../greetings

require example.com/greetings v0.0.0-00010101000000-
000000000000
```

The command found the local code in the greetings directory, then added a `require` directive to specify that `example.com/hello` requires `example.com/greetings`. You created this dependency when you imported the `greetings` package in hello.go.

The number following the module path is a *pseudo-version number* -- a generated number used in place of a semantic version number (which the module doesn't have yet).

To reference a *published* module, a go.mod file would typically omit the `replace` directive and

use a `require` directive with a tagged version number at the end.

```
require example.com/greetings v1.1.0
```

For more on version numbers, see Module version numbering.

6. At the command prompt in the `hello` directory, run your code to confirm that it works.

```
$ go run .
Hi, Gladys. Welcome!
```

Congrats! You've written two functioning modules.

In the next topic, you'll add some error handling.

< Create a Go module Return and handle an error >