

# Strings

## Objective

- Implement a function that reverses a string. Cover your code with unit tests, use TDD approach. Create a package for all the source files. Put your package in a module. Publish your solution to a remote repo. Release the module under v1.0.0
- Implement a function that returns a number of symbols in the string. Add examples for both functions to the test file. Release the module under v1.1.0

## Concepts

- Unit testing, table-driven tests, TDD, testable examples
- Packages, Modules, SemVer
- Strings in Go, UTF-8, Unicode

## Note

The problem is simple but it's important to adhere to the code style, naming convention, etc.

## Suggested reading:

- <https://golang.org/pkg/testing>
- <https://www.calhoun.io/how-to-test-with-go>
- <https://dave.cheney.net/2019/05/07/prefer-table-driven-tests>
- <https://golang.org/ref/spec#Packages>
- <https://blog.golang.org/using-go-modules>
- <https://blog.golang.org/publishing-go-modules>
- <https://blog.golang.org/strings>