

Le Langage Go

Struct

Pointer Receiver

Combiner les méthodes et les pointeurs

Value Receiver

```
type User struct {  
    Name string  
}  
  
func (u User) SayHello {  
    fmt.Printf("Hello %v!\n", u.Name)  
}
```

```
u := User{"Bob"}  
u.SayHello()      // output: Hello Bob!
```

Pointer Receiver

```
type User struct {  
    Name string  
}  
  
func (u *User) SayHello {  
    fmt.Printf("Hello %v!\n", u.Name)  
}
```

```
u := User{"Bob"}  
u.SayHello()           // output: Hello Bob!
```

Pointer Receiver

```
type User struct {  
    Name string  
}  
  
func (u *User) UpdateName(name string) {  
    u.Name = name  
}
```

Pointer Receiver

```
type User struct {  
    Name string  
}  
  
func (u *User) UpdateName(name string) {  
    u.Name = name  
}
```

```
u := User{"Bob"}  
u.UpdateName("Alice") // u.Name == "Alice"
```

Quand utiliser un **value receiver**
ou un **pointer receiver** ?

Value Receiver

Le coup de copie est faible

On ne veut pas pouvoir modifier les données

Pointer Receiver

On *veut* pouvoir modifier les données