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# Hypercode

## Learn Go from Scratch

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An interactive guide to the Go programming language.

From “Hello, World!” to error handling —  
ten lessons covering the fundamentals of Go.

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# Introduction

Welcome to **Hypercode**, an interactive course for learning the Go programming language from the ground up.

Go was created at Google in 2007 by Robert Griesemer, Rob Pike, and Ken Thompson. It was designed with clarity, simplicity, and efficiency as core principles. Go compiles to native machine code, has built-in concurrency primitives, a garbage collector, and a rich standard library. It has become the language of choice for cloud infrastructure, networking tools, and backend services.

This book contains ten lessons organized into six chapters. Each lesson explains a concept, demonstrates it with code examples, and ends with an exercise for you to practice. Solutions are provided at the end of each lesson.

The lessons are designed to be worked through in order, as each builds on the concepts introduced before it.

## What You Will Learn

- How Go programs are structured (packages, imports, the `main` function)
- Variables, types, and constants
- Control flow: conditionals, loops, and switches
- Functions with multiple return values
- Core data structures: slices and maps
- Structs and methods
- Interfaces and structural typing
- Error handling as values



# 1

## Foundations

### 1.1 Hello, World!

#### The Anatomy of a Go Program

Every Go source file starts with a package declaration. A package is how Go organizes code: it serves as a namespace, a unit of compilation, and a mechanism for controlling visibility.

The `main` package is special. It tells the Go compiler that this is an executable program, not a library. Without it, you have a package that other code can import, but nothing you can actually run.

```
| package main
```

#### Imports

The `import` keyword brings other packages into scope. The `fmt` package (short for “format”) handles formatted I/O: printing to the terminal, formatting strings, reading input.

```
| import "fmt"
```

When you need multiple packages, Go uses a grouped syntax:

```
| import (  
    "fmt"  
    "math"  
    "strings"  
)
```

#### The Entry Point

Every executable needs a starting point. In Go, that is `func main()`, with no parameters and no return value. When you run a Go program, execution begins here and here only.

```
func main() {  
    fmt.Println("Hello, World!")  
}
```

`fmt.Println` writes its arguments to standard output, followed by a newline character.

## Exported Names

Notice the capital `P` in `Println`. In Go, any name that starts with an uppercase letter is *exported*, visible outside its package. A lowercase name is *unexported*, private to the package.

No `public` or `private` keywords. The casing **is** the access control. This is a deliberate design choice that makes visibility immediately obvious when reading code.

### ► Your Task

Write a program that prints exactly `Hello, World!` to standard output.

**Starter code:**

```
package main  
  
import "fmt"  
  
func main() {  
    // Write your first Go program here  
}
```

### ✓ Solution

```
package main  
  
import "fmt"  
  
func main() {  
    fmt.Println("Hello, World!")  
}
```

## 1.2 Variables

### Declaring Variables

Go is statically typed, but it does not force you to spell out every type. You have two primary ways to declare variables.

### The `var` Keyword

The explicit form. You state the name, the type, and optionally an initial value:

```
var name string = "Go"
var year int = 2009
var ratio float64 = 3.14
```

If you provide an initial value, the type can be omitted. The compiler infers it:

```
var name = "Go"           // inferred as string
var year = 2009           // inferred as int
```

### Short Declaration

Inside functions, the `:=` operator declares and initializes in one step. This is the form you will use most often:

```
name := "Go"
year := 2009
awesome := true
```

The `:=` operator is only available inside functions. Package-level variables must use `var`.

### Zero Values

Every type in Go has a *zero value*: the value a variable holds if you declare it without initializing it. This is a guarantee, not an accident. There are no uninitialized variables in Go.

Type	Zero Value
<code>int</code> , <code>float64</code>	<code>0</code>
<code>string</code>	<code>" "</code> (empty string)
<code>bool</code>	<code>false</code>
pointers, slices, maps	<code>nil</code>

```
var count int           // 0
var label string        // ""
var ready bool          // false
```

## Constants

Values that never change are declared with `const`. Constants must be known at compile time. You cannot assign the result of a function call to a constant.

```
const pi = 3.14159
const maxRetries = 3
```

### ► Your Task

Declare three variables using the short declaration operator:

- `name` with value `"Go"`
- `year` with value `2009`
- `awesome` with value `true`

Then print them using the format string provided in the starter code.

**Starter code:**

```
package main

import "fmt"

func main() {
    // Declare your variables here using :=

    fmt.Printf("name: %s, year: %d, awesome: %t\n",
        name, year, awesome)
}
```

### ✓ Solution

```
package main

import "fmt"

func main() {
    name := "Go"
    year := 2009
    awesome := true

    fmt.Printf("name: %s, year: %d, awesome: %t\n",
        name, year, awesome)
}
```

# 2

## Control Flow

### 2.1 Conditionals

#### Making Decisions

##### If / Else

Go's `if` statement looks like most languages, minus the parentheses around the condition:

```
if x > 10 {
    fmt.Println("big")
} else if x > 5 {
    fmt.Println("medium")
} else {
    fmt.Println("small")
}
```

The braces are mandatory, even for single-line bodies. This eliminates an entire class of bugs that other languages suffer from.

##### If with Init Statement

Go has a unique feature: you can run a short statement before the condition. The variable you declare is scoped to the `if` block:

```
if length := len(name); length > 10 {
    fmt.Println("long name")
} else {
    fmt.Println("short name")
}
// length is not accessible here
```

This pattern keeps variables tightly scoped. You will see it everywhere in Go, especially with error handling.

## Switch

Go's `switch` is cleaner than most languages. Cases do not fall through by default, so no `break` statements are needed:

```
switch day {
case "Monday":
    fmt.Println("start of the week")
case "Friday":
    fmt.Println("almost weekend")
default:
    fmt.Println("regular day")
}
```

## Switch Without a Condition

A `switch` with no value acts as a clean alternative to long `if-else` chains:

```
switch {
case temp <= 0:
    fmt.Println("freezing")
case temp <= 15:
    fmt.Println("cold")
case temp <= 30:
    fmt.Println("warm")
default:
    fmt.Println("hot")
}
```

This reads naturally and scales better than nested `if-else` blocks.

### ► Your Task

Write a function `classifyTemp` that takes an integer temperature in Celsius and returns a string:

- "freezing" if `temp ≤ 0`
- "cold" if `temp ≤ 15`
- "warm" if `temp ≤ 30`
- "hot" if `temp > 30`

**Starter code:**

```
package main

import "fmt"

func classifyTemp(temp int) string {
    // Your code here
    return ""
}

func main() {
    fmt.Println(classifyTemp(-5))
    fmt.Println(classifyTemp(10))
    fmt.Println(classifyTemp(25))
    fmt.Println(classifyTemp(35))
}
```

### ✓ Solution

```
package main

import "fmt"

func classifyTemp(temp int) string {
    switch {
    case temp <= 0:
        return "freezing"
    case temp <= 15:
        return "cold"
    case temp <= 30:
        return "warm"
    default:
        return "hot"
    }
}

func main() {
    fmt.Println(classifyTemp(-5))
    fmt.Println(classifyTemp(10))
    fmt.Println(classifyTemp(25))
    fmt.Println(classifyTemp(35))
}
```

## 2.2 Loops

### The Only Loop You Need

Go has exactly one loop keyword: `for`. It does the work of `for`, `while`, and `do-while` from other languages.

#### Classic For Loop

The three-component form, similar to C or Java:

```
for i := 0; i < 5; i++ {
    fmt.Println(i)
}
```

#### While-Style Loop

Drop the init and post statements. You get a while loop:

```
n := 1
for n < 100 {
    n *= 2
}
```

#### Infinite Loop

Drop everything. Use `break` to exit:

```
for {
    line := readInput()
    if line == "quit" {
        break
    }
}
```

#### Continue

`continue` skips to the next iteration:

```
for i := 0; i < 10; i++ {
    if i%2 == 0 {
        continue
    }
    fmt.Println(i) // only odd numbers
}
```

## For Range

The `range` keyword iterates over slices, arrays, strings, maps, and channels. It gives you both the index and the value:

```
names := []string{"Alice", "Bob", "Charlie"}
for i, name := range names {
    fmt.Printf("%d: %s\n", i, name)
}
```

Use `_` to discard the index when you do not need it:

```
for _, name := range names {
    fmt.Println(name)
}
```

### ► Your Task

Write a function `fizzBuzz` that takes an integer `n` and prints:

- For each number from 1 to  $n$  (inclusive):
  - "FizzBuzz" if the number is divisible by both 3 and 5
  - "Fizz" if the number is divisible by 3
  - "Buzz" if the number is divisible by 5
  - The number otherwise
- Each value on its own line

**Starter code:**

```
package main

import "fmt"

func fizzBuzz(n int) {
    // Your code here
}

func main() {
    fizzBuzz(15)
}
```

### ✓ Solution

```
package main

import "fmt"

func fizzBuzz(n int) {
    for i := 1; i <= n; i++ {
        switch {
            case i%15 == 0:
                fmt.Println("FizzBuzz")
            case i%3 == 0:
                fmt.Println("Fizz")
            case i%5 == 0:
                fmt.Println("Buzz")
            default:
                fmt.Println(i)
        }
    }
}

func main() {
    fizzBuzz(15)
}
```

# 3

## Functions

### 3.1 Functions in Go

Functions are declared with `func`, followed by the name, parameters, and return type:

```
func greet(name string) string {  
    return "Hello, " + name  
}
```

Parameter types come *after* the name, not before. This was a deliberate choice. The Go team believes it reads more naturally, especially as declarations get complex.

When consecutive parameters share a type, you can group them:

```
func add(a, b int) int {  
    return a + b  
}
```

### Multiple Return Values

This is one of Go's most distinctive features. A function can return more than one value:

```
func divide(a, b float64) (float64, error) {  
    if b == 0 {  
        return 0, fmt.Errorf("division by zero")  
    }  
    return a / b, nil  
}
```

The caller unpacks the results:

```
result, err := divide(10, 3)
```

This pattern is the foundation of Go's error handling. Instead of exceptions, functions return errors as values.

## Named Return Values

You can name your return values, which documents what the function returns and allows “naked” returns:

```
func swap(a, b string) (first, second string) {
    first = b
    second = a
    return // returns first and second
}
```

Use named returns sparingly. They are most useful for documenting return values in short functions. In longer functions, explicit returns are clearer.

## Functions as Values

Functions are first-class values. You can assign them to variables, pass them as arguments, and return them from other functions:

```
double := func(x int) int {
    return x * 2
}
fmt.Println(double(5)) // 10
```

### ► Your Task

Write a function `safeDivide` that takes two `float64` parameters and returns two values: a `float64` result and a `string` error message.

- If the second argument is 0, return 0 and "division by zero"
- Otherwise, return the result of the division and an empty string ""

**Starter code:**

```
package main

import "fmt"

func safeDivide(a, b float64) (float64, string) {
    // Your code here
    return 0, ""
}

func main() {
    result, err := safeDivide(10, 3)
    fmt.Printf("%.2f, %s\n", result, err)

    result, err = safeDivide(10, 0)
    fmt.Printf("%.2f, %s\n", result, err)
}
```

**✓ Solution**

```
package main

import "fmt"

func safeDivide(a, b float64) (float64, string) {
    if b == 0 {
        return 0, "division by zero"
    }
    return a / b, ""
}

func main() {
    result, err := safeDivide(10, 3)
    fmt.Printf("%.2f, %s\n", result, err)

    result, err = safeDivide(10, 0)
    fmt.Printf("%.2f, %s\n", result, err)
}
```



# 4

## Data Structures

### 4.1 Slices

#### Dynamic Arrays, Done Right

Go has arrays, but you will rarely use them directly. Arrays have a fixed size baked into their type: `[5]int` and `[10]int` are different types entirely. Instead, Go gives you **slices**: a flexible, dynamic view over an underlying array.

#### Creating Slices

```
// Slice literal
numbers := []int{1, 2, 3, 4, 5}

// Make a slice with initial length and capacity
data := make([]int, 5)           // len=5, cap=5, filled with zeros
buffer := make([]int, 0, 10)    // len=0, cap=10
```

The difference between `[5]int` (array) and `[]int` (slice) is that single missing number. Slices are what you want almost every time.

#### Length and Capacity

Every slice has two properties: **length** (how many elements it contains) and **capacity** (how many elements the underlying array can hold before reallocation).

```
s := make([]int, 3, 10)
fmt.Println(len(s)) // 3
fmt.Println(cap(s)) // 10
```

#### Append

`append` adds elements to a slice and returns a new slice. If the underlying array is full, Go allocates a bigger one and copies the data:

```
s := []int{1, 2, 3}
s = append(s, 4, 5)
// s is now [1, 2, 3, 4, 5]
```

Always reassign the result of `append` back to the slice variable. This is not optional. `append` may return a slice pointing to a completely new array.

## Slicing

You can create a new slice from an existing one using the slice operator:

```
s := []int{0, 1, 2, 3, 4}
a := s[1:3] // [1, 2] (from index 1, up to but not including 3)
b := s[:3]  // [0, 1, 2] (from the start)
c := s[2:]  // [2, 3, 4] (to the end)
```

A sub-slice shares the same underlying array. Modifying one affects the other. If you need an independent copy, use `copy` or `append` to a new slice.

### ► Your Task

Write two functions:

- `sum` — takes a `[]int` and returns the sum of all elements.
- `filter` — takes a `[]int` and returns a new `[]int` containing only the even numbers, in order.

**Starter code:**

```
package main

import "fmt"

func sum(numbers []int) int {
    // Your code here
    return 0
}

func filter(numbers []int) []int {
    // Return only even numbers
    return nil
}

func main() {
    nums := []int{1, 2, 3, 4, 5, 6, 7, 8, 9, 10}
    fmt.Println(sum(nums))
    fmt.Println(filter(nums))
}
```

### ✓ Solution

```
package main

import "fmt"

func sum(numbers []int) int {
    total := 0
    for _, n := range numbers {
        total += n
    }
    return total
}

func filter(numbers []int) []int {
    var result []int
    for _, n := range numbers {
        if n%2 == 0 {
            result = append(result, n)
        }
    }
    return result
}

func main() {
    nums := []int{1, 2, 3, 4, 5, 6, 7, 8, 9, 10}
    fmt.Println(sum(nums))
    fmt.Println(filter(nums))
}
```

## 4.2 Maps

### Key-Value Storage

Maps are Go's built-in hash table. They store key-value pairs and provide constant-time lookups.

### Creating Maps

```
// Map literal
ages := map[string]int{
    "Alice": 30,
    "Bob":   25,
}

// Make an empty map
scores := make(map[string]int)
```

The type `map[string]int` reads as “a map from strings to ints.” Keys can be any comparable type (strings, ints, booleans, structs without slice/map fields). Values can be anything.

### Operations

```
m := make(map[string]int)

// Insert or update
m["alice"] = 95

// Lookup
score := m["alice"] // 95

// Delete
delete(m, "alice")

// Length
fmt.Println(len(m))
```

### The Comma-Ok Idiom

When you look up a key that does not exist, Go returns the zero value for the value type. To distinguish between “key not found” and “key exists with zero value”, use the two-value form:

```
value, ok := m["key"]
if ok {
    fmt.Println("found:", value)
} else {
    fmt.Println("not found")
}
```

This is called the “comma-ok” idiom. The second value is a boolean that indicates whether the key was present.

## Iterating

Use `for range` to iterate over a map. The iteration order is **not guaranteed**. It is intentionally randomized by the runtime:

```
for key, value := range m {
    fmt.Printf("%s: %d\n", key, value)
}
```

### ► Your Task

Write a function `wordCount` that takes a string and returns a `map[string]int` where each key is a word and each value is how many times that word appears.

Use `strings.Fields` to split the string into words (it splits on whitespace).

**Starter code:**

```
package main

import (
    "fmt"
    "strings"
)

func wordCount(s string) map[string]int {
    // Your code here
    return nil
}

func main() {
    result := wordCount("the cat sat on the mat the cat")
    fmt.Println(result["the"])
    fmt.Println(result["cat"])
    fmt.Println(result["sat"])
    fmt.Println(result["on"])
    fmt.Println(result["mat"])
}
```

### ✓ Solution

```
package main

import (
    "fmt"
    "strings"
)

func wordCount(s string) map[string]int {
    counts := make(map[string]int)
    for _, word := range strings.Fields(s) {
        counts[word]++
    }
    return counts
}

func main() {
    result := wordCount("the cat sat on the mat the cat")
    fmt.Println(result["the"])
    fmt.Println(result["cat"])
    fmt.Println(result["sat"])
    fmt.Println(result["on"])
    fmt.Println(result["mat"])
}
```

# 5

## Structs and Interfaces

### 5.1 Structs and Methods

#### Custom Types

Structs are Go's way of grouping related data. If you are coming from an object-oriented language, structs are the closest thing to classes, but without inheritance.

#### Defining a Struct

```
type Point struct {  
    X float64  
    Y float64  
}
```

#### Creating Instances

```
// Named fields (preferred for clarity)  
p1 := Point{X: 1.0, Y: 2.0}  
  
// Positional (fragile, avoid unless struct is tiny)  
p2 := Point{1.0, 2.0}  
  
// Zero value (all fields are zero-valued)  
var p3 Point // {0, 0}
```

#### Methods

Methods are functions attached to a type. They are declared with a *receiver* between the `func` keyword and the method name:

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

Call methods with dot notation:

```
p := Point{X: 3, Y: 4}
fmt.Println(p.Distance()) // 5
```

## Pointer Receivers

A value receiver gets a copy of the struct. A pointer receiver gets a reference and can modify the original:

```
func (p *Point) Scale(factor float64) {
    p.X *= factor
    p.Y *= factor
}
```

Use a pointer receiver when:

- The method needs to modify the struct
- The struct is large and copying would be expensive
- You want consistency (if any method uses a pointer receiver, all should)

Go automatically handles the conversion: you can call a pointer-receiver method on a value, and vice versa.

### ► Your Task

Define a `Rect` struct with fields `Width` and `Height` (both `float64`). Add two methods:

- `Area()` returns the area (`Width * Height`)
- `Perimeter()` returns the perimeter (`2 * (Width + Height)`)

**Starter code:**

```
package main

import "fmt"

// Define your Rect struct here

// Add Area() method

// Add Perimeter() method

func main() {
    r := Rect{Width: 5, Height: 3}
    fmt.Printf("%.1f\n", r.Area())
    fmt.Printf("%.1f\n", r.Perimeter())
}
```

### ✓ Solution

```
package main

import "fmt"

type Rect struct {
    Width  float64
    Height float64
}

func (r Rect) Area() float64 {
    return r.Width * r.Height
}

func (r Rect) Perimeter() float64 {
    return 2 * (r.Width + r.Height)
}

func main() {
    r := Rect{Width: 5, Height: 3}
    fmt.Printf("%.1f\n", r.Area())
    fmt.Printf("%.1f\n", r.Perimeter())
}
```

## 5.2 Interfaces

### Implicit Contracts

Interfaces in Go define behavior. An interface is a set of method signatures. Any type that implements all the methods of an interface automatically satisfies it. No `implements` keyword needed.

```
type Shape interface {
    Area() float64
}
```

Any type with an `Area() float64` method satisfies `Shape`. The type does not even need to know the interface exists.

### Why This Matters

This design means you can define interfaces *after* the concrete types are written. You can define an interface in your package that is satisfied by types from a third-party library, without modifying that library.

This is fundamentally different from Java or C# where implementing an interface is an explicit declaration. Go's approach is called *structural typing*.

### Using Interfaces

Interfaces let you write functions that accept any type with the right behavior:

```
func printArea(s Shape) {
    fmt.Printf("Area: %.2f\n", s.Area())
}
```

This function works with circles, rectangles, triangles, or anything else that has an `Area()` method.

### The Stringer Interface

The `fmt` package defines a commonly used interface:

```
type Stringer interface {
    String() string
}
```

If your type implements `String()`, the `fmt` functions will use it automatically:

```
type Point struct { X, Y int }

func (p Point) String() string {
    return fmt.Sprintf("(%d, %d)", p.X, p.Y)
}

fmt.Println(Point{1, 2}) // prints "(1, 2)"
```

## The Empty Interface

The type `interface{}` (or its alias `any` since Go 1.18) has no methods, so every type satisfies it. It is Go's version of "accept anything":

```
func describe(i any) {
    fmt.Printf("(%v, %T)\n", i, i)
}
```

Use it sparingly. Overusing `any` throws away the type safety that makes Go reliable.

### ► Your Task

Define a `Shape` interface with a single method: `Area() float64`.

Define two types:

- `Circle` with a `Radius float64` field
- `Square` with a `Side float64` field

Implement `Area()` on both types. The area of a circle is  $3.14159 \times r^2$ .

Write a function `totalArea` that takes a `[]Shape` and returns the sum of all areas.

**Starter code:**

```
package main

import "fmt"

// Define Shape interface

// Define Circle struct and Area method

// Define Square struct and Area method

// Write totalArea function

func main() {
    shapes := []Shape{
        Circle{Radius: 5},
        Square{Side: 3},
        Circle{Radius: 2},
    }
    fmt.Printf("%.2f\n", totalArea(shapes))
}
```

### ✓ Solution

```
package main

import "fmt"

type Shape interface {
    Area() float64
}

type Circle struct {
    Radius float64
}

func (c Circle) Area() float64 {
    return 3.14159 * c.Radius * c.Radius
}

type Square struct {
    Side float64
}

func (s Square) Area() float64 {
    return s.Side * s.Side
}

func totalArea(shapes []Shape) float64 {
    total := 0.0
    for _, s := range shapes {
        total += s.Area()
    }
    return total
}

func main() {
    shapes := []Shape{
        Circle{Radius: 5},
        Square{Side: 3},
        Circle{Radius: 2},
    }
    fmt.Printf("%.2f\n", totalArea(shapes))
}
```

# 6

## Error Handling

### 6.1 Errors as Values

Go does not have exceptions. Instead, functions that can fail return an error value alongside their result. This is arguably Go's most important design decision.

#### The error Interface

The built-in `error` type is an interface with a single method:

```
type error interface {  
    Error() string  
}
```

Any type that has an `Error() string` method is an error. This is the simplest possible contract.

#### Creating Errors

The standard library provides two ways to create simple errors:

```
import "errors"  
  
err := errors.New("something went wrong")
```

```
import "fmt"  
  
err := fmt.Errorf("user %s not found", username)
```

`fmt.Errorf` works like `fmt.Sprintf` but returns an error. Use it when you need formatted messages.

#### The Error-Checking Pattern

The canonical Go pattern: call a function, check the error immediately, handle it or return it:

```
result, err := doSomething()
if err != nil {
    return fmt.Errorf("doSomething failed: %w", err)
}
// use result
```

The `%w` verb wraps the original error, preserving the chain for debugging. This pattern appears hundreds of times in any real Go codebase.

## Custom Error Types

For richer error information, define your own error type:

```
type ValidationError struct {
    Field    string
    Message  string
}

func (e *ValidationError) Error() string {
    return fmt.Sprintf("%s: %s", e.Field, e.Message)
}
```

## When to Return Errors

A function should return an error when:

- An operation can fail (file I/O, network, parsing)
- The failure is recoverable (the caller can do something about it)
- The failure is expected in normal operation

Do not return errors for programming mistakes (like passing a nil pointer where one is never expected). Use panics for those.

### ► Your Task

Write a function `validateAge` that takes an `int` and returns an `error`:

- If age is negative, return an error with the message `"age cannot be negative"`
- If age is greater than 150, return an error with the message `"age is unrealistic"`
- Otherwise, return `nil` (no error)

**Starter code:**

```

package main

import (
    "errors"
    "fmt"
)

func validateAge(age int) error {
    // Your code here
    return nil
}

func main() {
    for _, age := range []int{25, -1, 200} {
        if err := validateAge(age); err != nil {
            fmt.Println(err)
        } else {
            fmt.Println("valid")
        }
    }
}

```

### ✓ Solution

```

package main

import (
    "errors"
    "fmt"
)

func validateAge(age int) error {
    if age < 0 {
        return errors.New("age cannot be negative")
    }
    if age > 150 {
        return errors.New("age is unrealistic")
    }
    return nil
}

func main() {
    for _, age := range []int{25, -1, 200} {
        if err := validateAge(age); err != nil {
            fmt.Println(err)
        } else {
            fmt.Println("valid")
        }
    }
}

```



# What's Next?

Congratulations on completing all ten lessons! You now have a solid foundation in Go's core language features. Here are some directions to explore next:

## Concurrency

Go's goroutines and channels are one of its most powerful features. Learn how to run functions concurrently with `go` and communicate between them with channels.

## The Standard Library

Go ships with a comprehensive standard library. Key packages to explore:

- `net/http` — build web servers and HTTP clients
- `encoding/json` — encode and decode JSON
- `os` and `io` — file system and I/O operations
- `testing` — write and run tests
- `context` — manage cancellation and timeouts

## Generics

Since Go 1.18, the language supports type parameters (generics). This lets you write functions and data structures that work with multiple types while maintaining type safety.

## Build Something

The best way to learn is to build. Some project ideas:

- A command-line tool (file organizer, task tracker, URL shortener)
- A REST API with `net/http`
- A concurrent web scraper
- A chat server using WebSockets

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