package main

import (

"fmt"

)

// CustomError is a custom error type that implements the error interface.

type CustomError struct {

Code int

Message string

}

// Error implements the error interface.

func (e \*CustomError) Error() string {

return fmt.Sprintf("Code: %d, Message: %s", e.Code, e.Message)

}

// Function that may return a custom error

func doSomething() error {

// An error condition

return &CustomError{Code: 404, Message: "Resource not found"}

}

func main() {

err := doSomething()

if err != nil {

fmt.Println("Error:", err)

}

}