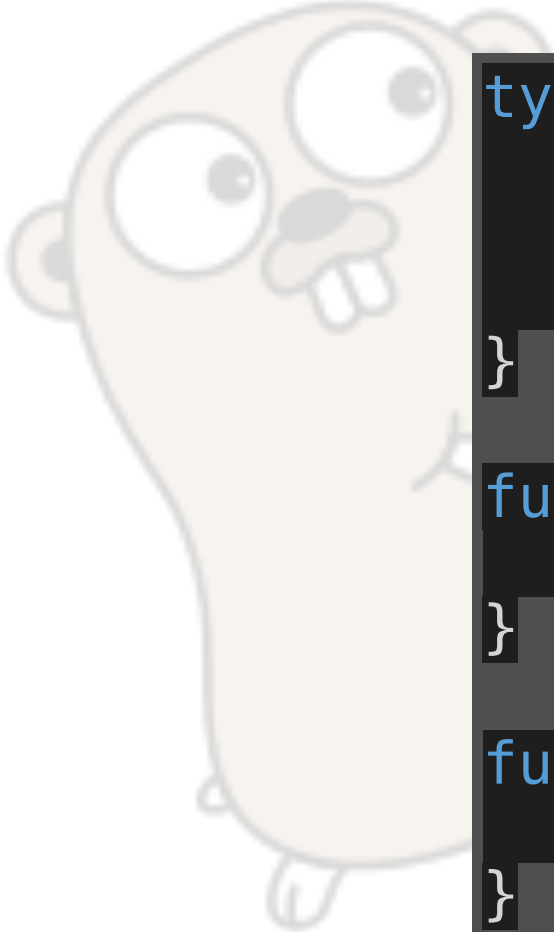


# Method



# golang : method

create main.go in folder chapter10-1 :



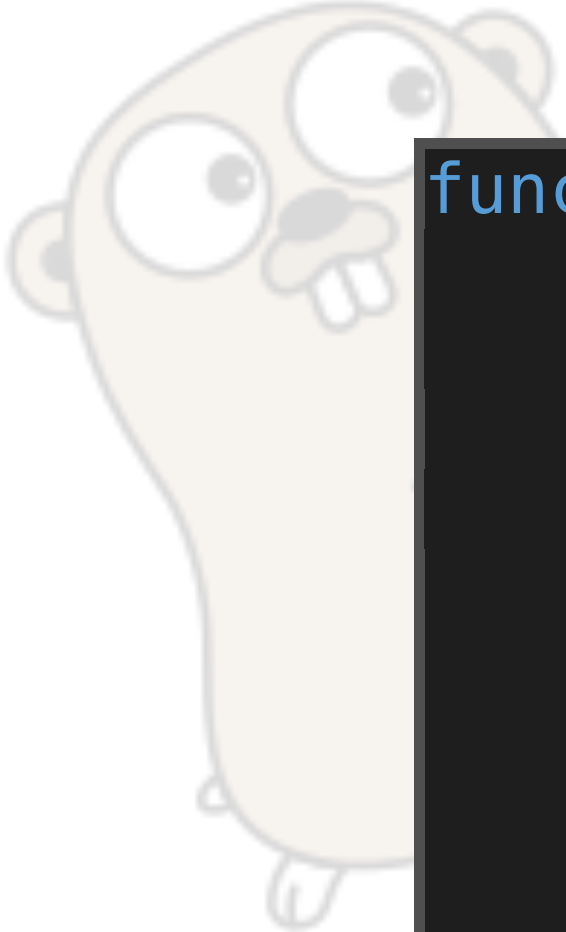
```
type Circle struct {  
    x float64  
    y float64  
    r float64  
}  
  
func (c Circle) area() float64 {  
    return math.Pi * c.r * c.r  
}  
  
func (c *Circle) changeRadius(r float64) {  
    c.r = r  
}
```

run -> no error -> push to your git repository



# golang : method

create main.go in folder chapter10-1 :



```
func main() {  
    littleC := Circle{0, 0, 5}  
    fmt.Println("littleC", littleC.area())  
    littleC.changeRadius(10)  
    fmt.Println("littleC", littleC.area())  
  
    bigC := &Circle{0, 0, 5}  
    fmt.Println("bigC", bigC.area())  
    bigC.changeRadius(10)  
    fmt.Println("bigC", bigC.area())  
}
```

run -> no error -> push to your git repository

