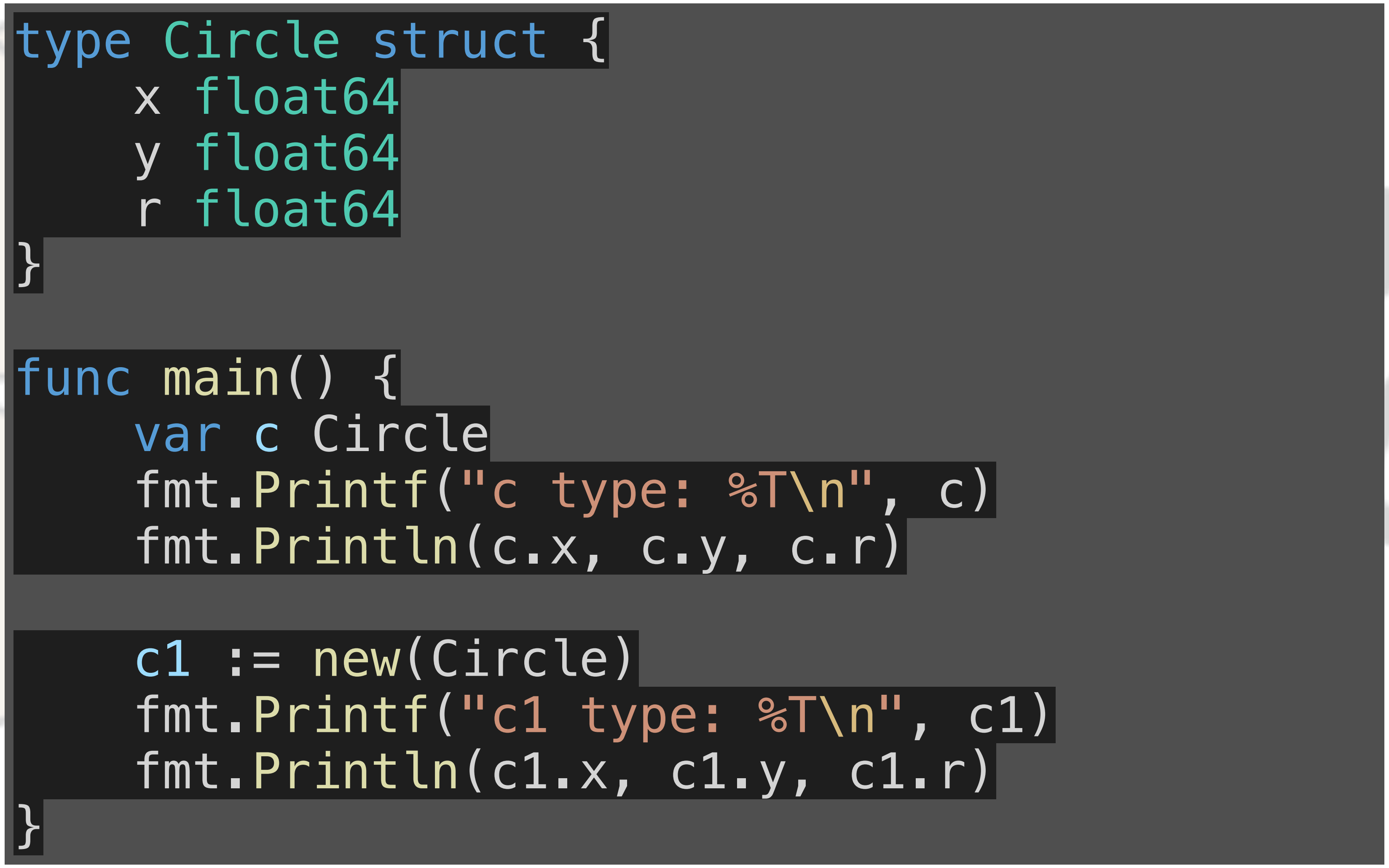
Type

golang : struct type

create main.go in folder chapter9-1 :

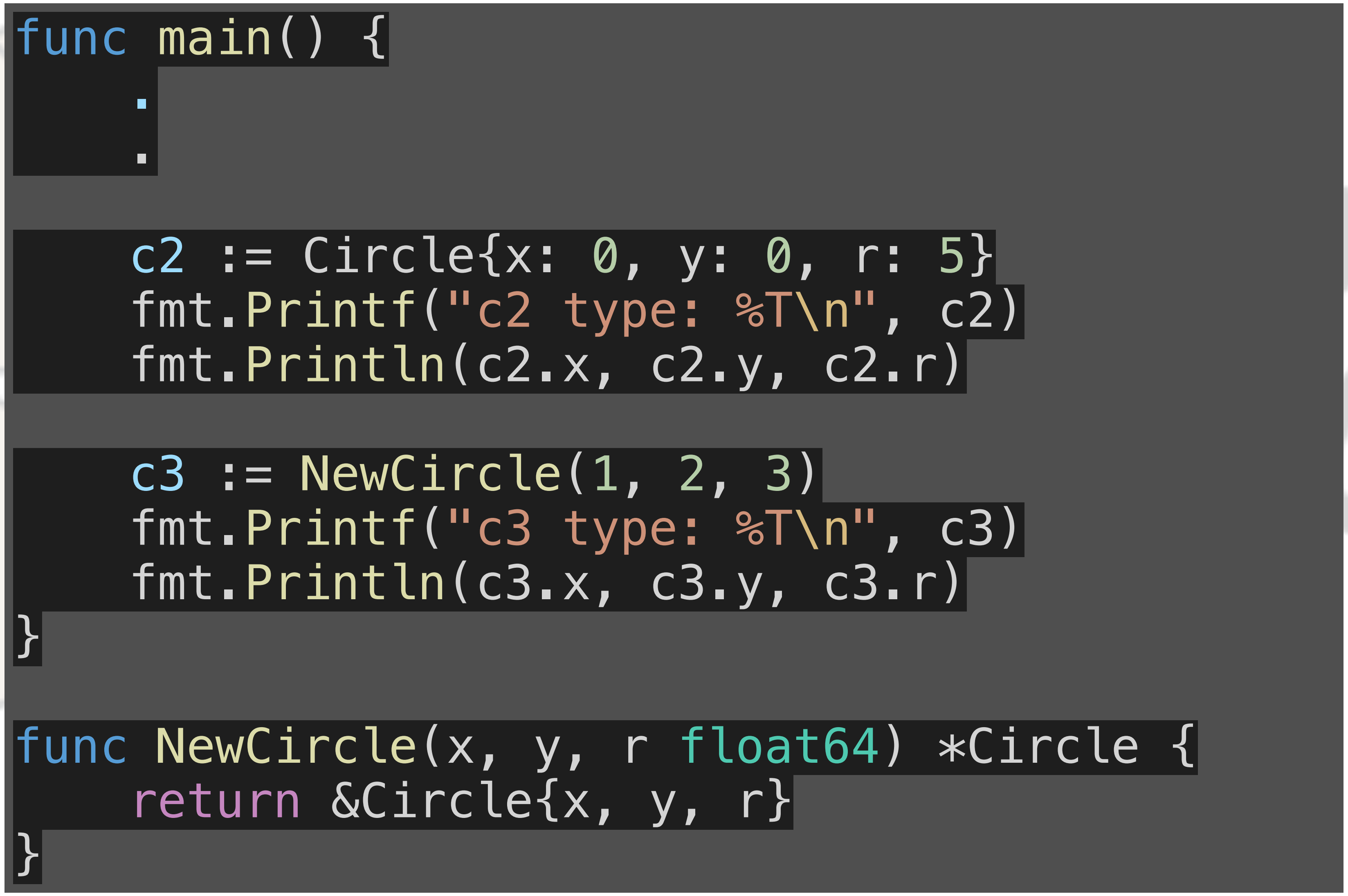


```go
type Circle struct {
    x float64
    y float64
    r float64
}

func main() {
    var c Circle
    fmt.Printf("c type: %T\n", c)
    fmt.Println(c.x, c.y, c.r)

    c1 := new(Circle)
    fmt.Printf("c1 type: %T\n", c1)
    fmt.Println(c1.x, c1.y, c1.r)
}
```

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

golang : struct type

create main.go in folder chapter9-1 :

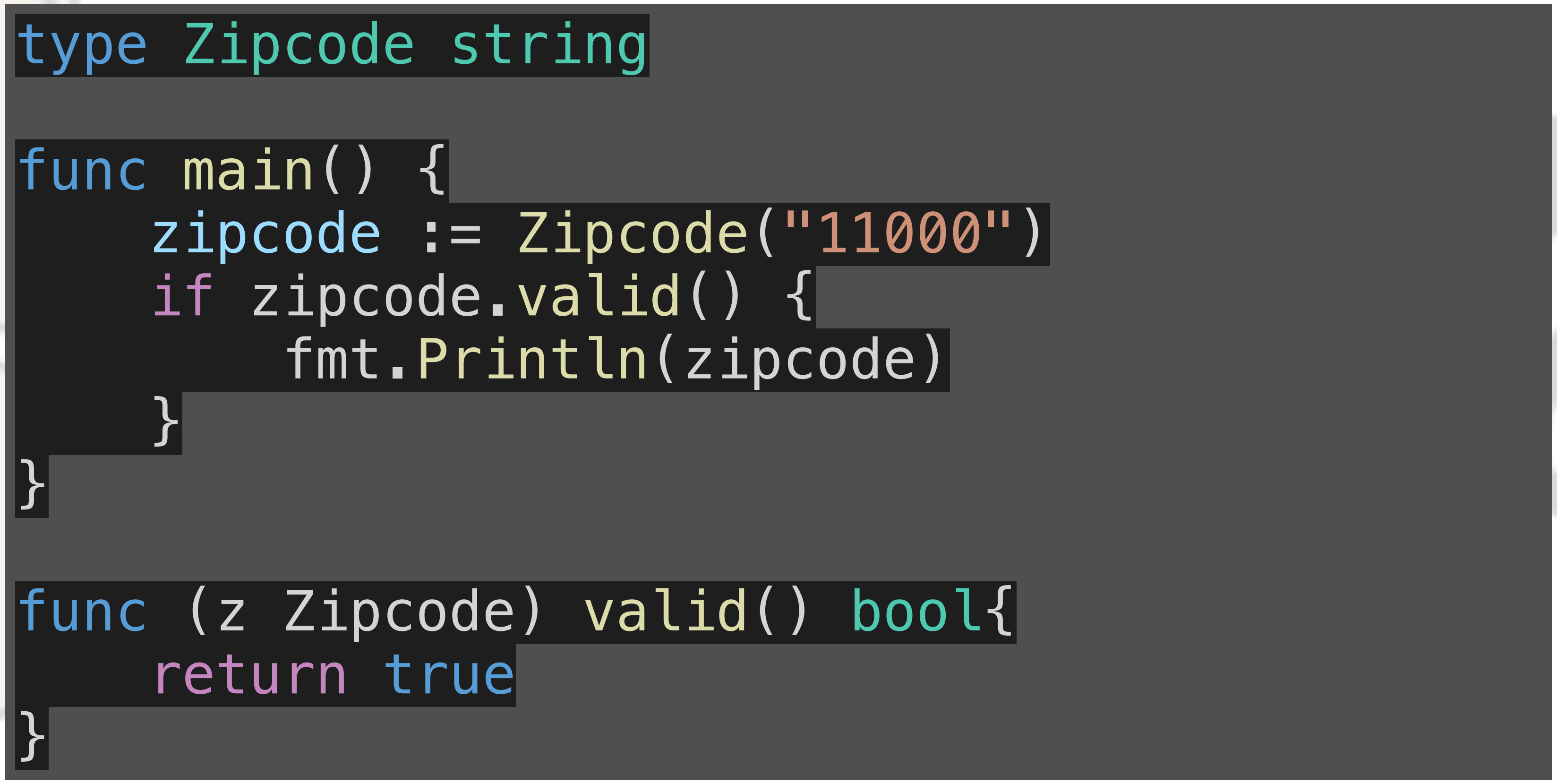


```
func main() {
    .
    .

    c2 := Circle{x: 0, y: 0, r: 5}
    fmt.Printf("c2 type: %T\n", c2)
    fmt.Println(c2.x, c2.y, c2.r)

    c3 := NewCircle(1, 2, 3)
    fmt.Printf("c3 type: %T\n", c3)
    fmt.Println(c3.x, c3.y, c3.r)
}

func NewCircle(x, y, r float64) *Circle {
    return &Circle{x, y, r}
}
```

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

golang : specific type

create main.go in folder chapter9-2 :



```
type Zipcode string

func main() {
    zipcode := Zipcode("11000")
    if zipcode.valid() {
        fmt.Println(zipcode)
    }
}

func (z Zipcode) valid() bool{
    return true
}
```

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