Interface

golang : interface

create main.go in folder chapter11-1 :

```go
type Rectangle struct {
    w float64
    h float64
}

func (r Rectangle) area() float64 {
    return r.w * r.h
}

type Circle struct {
    x float64
    y float64
    r float64
}

func (c *Circle) area() float64 {
    return math.Pi * c.r * c.r
}
```

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

golang : interface

create main.go in folder chapter11-1 :

```go
type measure interface {
    area() float64
}


func printArea(m measure) {
    fmt.Println(m.area())
}



func main() {
    c := &Circle{0, 0, 5}
    printArea(c)

    r := Rectangle{3, 4}
    printArea(r)
}
```

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