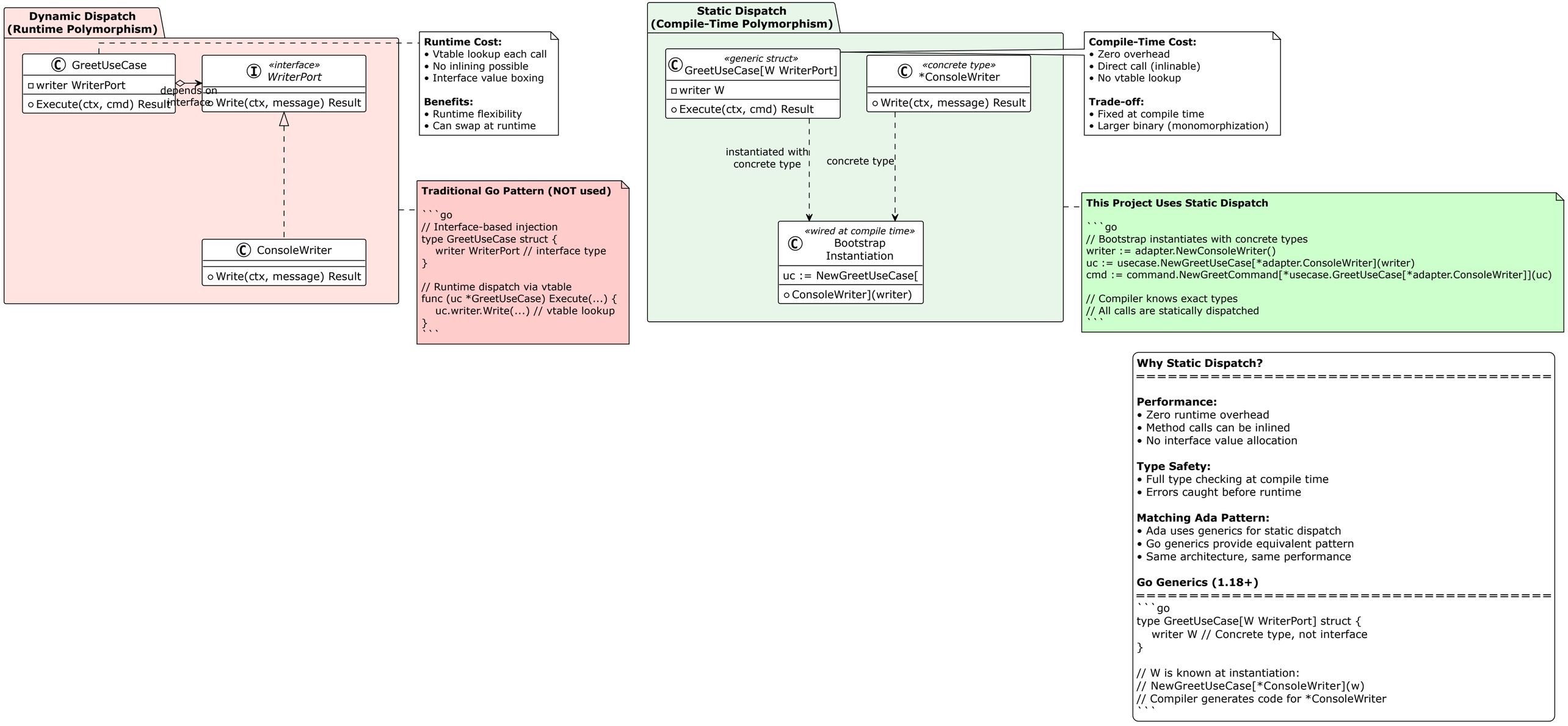
Static vs Dynamic Dispatch
Dependency Injection in Go with Generics



Why Static Dispatch?
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Performance:
- Zero runtime overhead
- Method calls can be inlined
- No interface value allocation

Type Safety:
- Full type checking at compile time
- Errors caught before runtime

Matching Ada Pattern:
- Ada uses generics for static dispatch
- Go generics provide equivalent pattern
- Same architecture, same performance

Go Generics (1.18+)
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```go
type GreetUseCase[W WriterPort] struct {
    writer W // Concrete type, not interface
}

// W is known at instantiation:
// NewGreetUseCase[*ConsoleWriter](w)
// Compiler generates code for *ConsoleWriter
```