# Object-oriented programming with the GO language

The GO language does not support the object-oriented programming style. The example below demonstrates this:

package main

import "fmt"

type ianimal interface {

speak()

sayHello()

}

type animal struct {

}

func (animal) speak() {

fmt.Println("???")

}

func (nml animal) sayHello() {

nml.speak()

}

type dog struct {

animal

}

func (dog) speak() {

fmt.Println("gav gav")

}

func main() {

var pet ianimal = dog{}

pet.speak()

pet.sayHello()

}