

# Go 103

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<https://github.com/pallat>

<https://dev.to/pallat>

<https://go.dev/tour> (Thai)

<https://github.com/uber-go/guide> (Thai)



# Composition with Struct Embedding

```
type Card struct {  
    HolderName string  
    IssuedAt   time.Time  
    ExpiredAt  time.Time  
}  
  
type DrivingCard struct {  
    DriverLicense string  
    Class         string  
    Card  
}  
  
type IDCard struct {  
    ID      string  
    Address string  
    Card  
}
```



## Composition (2)

```
type Card struct {  
    HolderName string  
    IssuedAt   time.Time  
    ExpiredAt  time.Time  
}  
  
func (c Card) IsExpire() bool {  
    return time.Now().After(c.ExpiredAt)  
}  
  
type DrivingCard struct {  
    Card  
}  
  
dc := DrivingCard{}  
dc.IsExpire()
```



## Composition (3)

```
type ReadWriter interface {  
    Reader  
    Writer  
}
```



## Generic

```
func min(x, y float64) float64 {  
    if x < y {  
        return x  
    }  
    return y  
}
```



## Generic: type parameter

```
func min[T constraints.Ordered](x, y T) T {  
    if x < y {  
        return x  
    }  
    return y  
}
```

### instantiation

```
m := min[int](2, 3)  
fmin := min[float64]  
m := fmin(2.1, 2.0)
```



## Parameter Type

```
type Tree[T interface{}] struct {  
    left, right *Tree[T]  
    data        T  
}  
  
func (t *Tree[T]) Lookup(x T) *Tree[T]  
  
var stringTree Tree[string]
```



## Type constraint

```
interface {  
    int|string|bool  
}
```

```
package constraints
```

```
type Ordered interface {  
    Integer|Float|~string  
}
```





## First-Class Function

```
var add = func(a, b int) int {  
    return a + b  
}  
  
fmt.Println(add(1, 2))
```



# Higher-Order Function

```
func hof(fn func(string) string) {  
    ...  
}  
  
func hof() func(string) string {  
    ...  
}
```



# Higher-Order Function Blog

<https://dev.to/pallat/hof-in-go-18mm>



# Closure Function

```
func main() {  
    fn1, fn2 := factory()  
    fn1()  
    fn1()  
    fmt.Println(fn2())  
  
    fn1()  
    fmt.Println(fn2())  
}  
  
func factory() (func(), func() int) {  
    var i int  
    return func() {  
        i++  
    },  
        func() int {  
            return i  
        }  
}
```



## func type

```
type IntnFunc func(int) int
```



## method on function

```
type IntnFunc func(int) int  
  
func (fn IntnFunc) Intn(n int) int {  
    return fn(n)  
}
```



## Demo: RandomSay with IntnFunc

```
var intn IntnFunc = r.Intn
```



## goroutine

```
func main() {  
    total := 10  
    now := time.Now()  
    for i := 0; i < total; i++ {  
        go printout(i)  
    }  
    fmt.Println(time.Now().Sub(now))  
}  
  
func printout(i int) {  
    fmt.Println(i)  
}
```





## goroutine waiting

```
var wg = sync.WaitGroup{}

func main() {
    total := 10
    wg.Add(total)
    now := time.Now()
    for i := 0; i < total; i++ {
        go printout(i)
    }
    wg.Wait()
    fmt.Println(time.Now().Sub(now))
}

func printout(i int) {
    fmt.Println(i)
    wg.Done()
}
```



# channel

keyword `chan`

- no buffered channel
- buffered channel



## buffered channel

```
total := 10
ch := make(chan int, total)
for i := total; i > 0; i-- {
    ch <- i
}
close(ch)

for i := range ch {
    fmt.Println(i)
}
```



## no buffered channel

```
func main() {  
    total := 10  
    ch := make(chan struct{})  
    now := time.Now()  
    for i := 0; i < total; i++ {  
        go printout(i, ch)  
    }  
    for i := 0; i < total; i++ {  
        <-ch  
    }  
    fmt.Println(time.Now().Sub(now))  
}  
  
func printout(i int, ch chan struct{}) {  
    fmt.Println(i)  
    ch <- struct{}{}  
}
```



## Exercise - Count down 1 min

2 goroutine

1. print **+** every 1 sec

2. print **-** every 5 sec

program end after 1 minute pass



## Goroutine exercise

```
import "github.com/pallat/force"
```

```
force.Decrypt  
force.Validate()
```

brute force all encrypted



