Source Code Slides with **reveal**

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Hello World

```
package main

import "fmt"

func main() {
    fmt.Println("Hello World!")
}
```

Hello World

```
package main

import "fmt"    ‹ Provides formatting functions

func main() {
    fmt.Println("Hello World!")
}
```

Hello World

```
package main

import "fmt"

func main() {
    fmt.Println("Hello World!")     ‹ To stdout
}
```

Is this *generic* enough?

The **Greeting** type

```
// Greeting represents a polite word or sign
// of welcome or recognition.
type Greeting struct {
    Salutation string
    Who        string
}
```

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// of welcome or recognition.
type Greeting struct {
    Salutation string          ‹ Example: "Hi"
    Who        string
}
```

The **Greeting** type

```
// Greeting represents a polite word or sign
// of welcome or recognition.
type Greeting struct {
    Salutation string
    Who        string     ‹ Greeting recipient
}
```

Writing Greetings

We implement the `io.WriterTo` interface.

```
// WriteTo writes the greeting to w.
func (g Greeting) WriteTo(w io.Writer) (int64, error) {
    n, err := fmt.Fprintf(w, "%s, %s!\n",
        g.Salutation, g.Who)
    return int64(n), err
}
```

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    n, err := fmt.Fprintf(w, "%s, %s!\n",
        g.Salutation, g.Who)
    return int64(n), err                    ‹ Why int64?
}
```

main, reimagined

```
func main() {
    g := Greeting{
        Salutation: "Hello",
        Who:        "World",
    }
    if _, err := g.WriteTo(os.Stdout); err != nil {
        log.Fatal(err)
    }
}
```

main, reimagined

```
func main() {
    g := Greeting{
        Salutation: "Hello",
        Who:        "World",
    }
    if _, err := g.WriteTo(os.Stdout); err != nil {
        log.Fatal(err)              ‹ Always handle errors
    }
}
```

main, reimagined

```
func main() {
    g := Greeting{
        Salutation: "Hello",          ‹ So configurable
        Who:        "World",                ‹ Much wow
    }
    if _, err := g.WriteTo(os.Stdout); err != nil {
        log.Fatal(err)
    }
}
```

https://github.com/mmcloughlin/reveal