

# Composition

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# Overview



**Inheritance and composition  
Strategies**



# Inheritance

Behavior reuse strategy where a type is based upon another type, allowing it to **inherit** functionality from the base type.

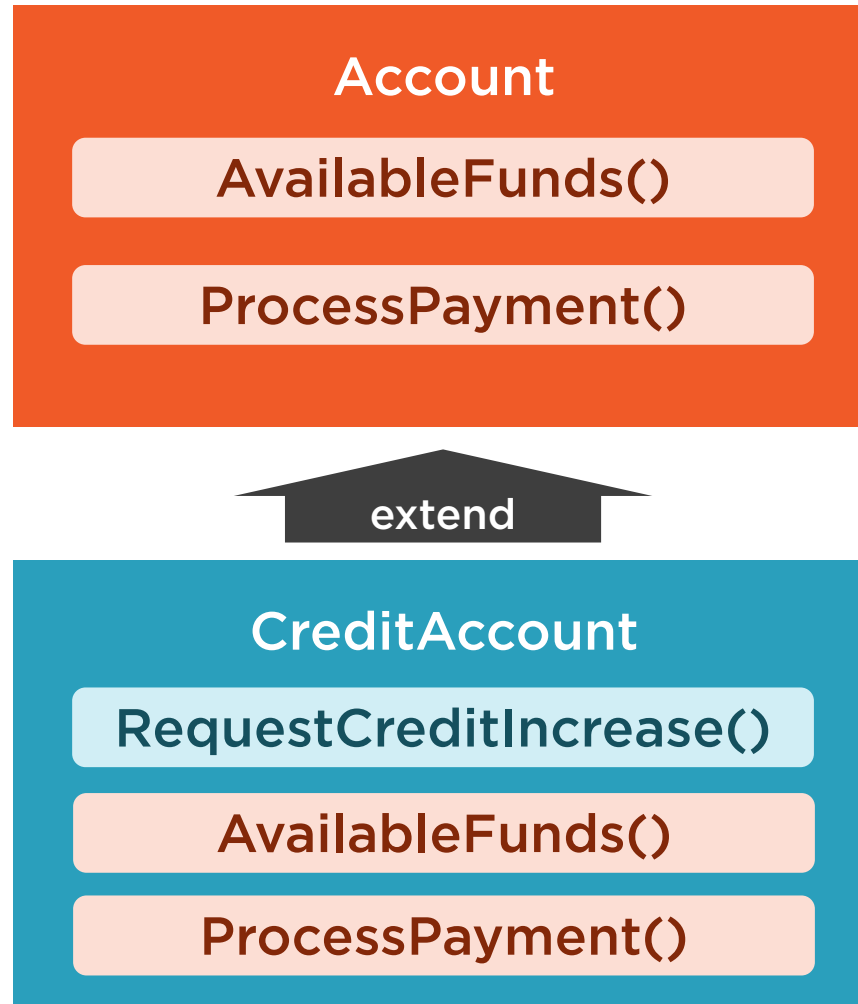


# Composition

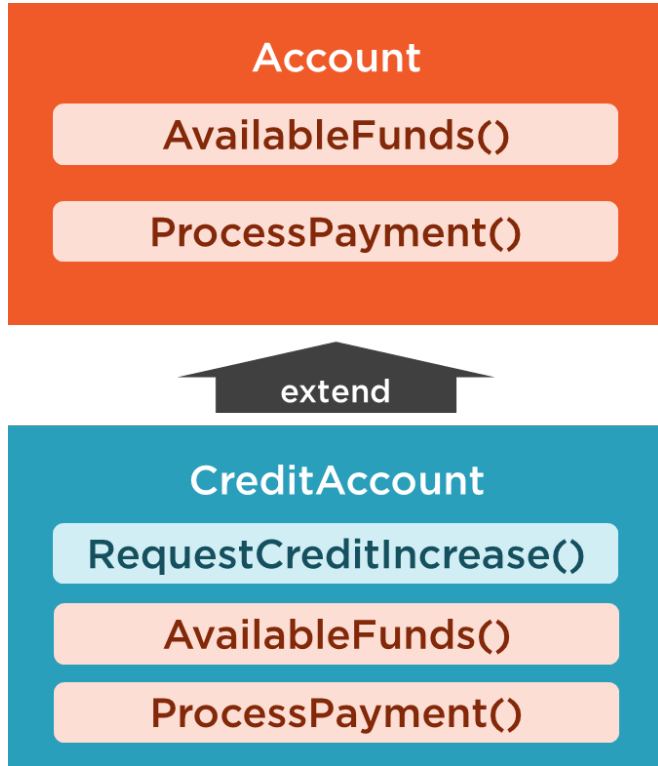
Behavior reuse strategy where a type **contains** objects that have desired functionality. The type **delegates** calls to those objects to use their behaviors.



# Inheritance Relationship



# Challenges with Inheritance



**Tightly couples parent and child**

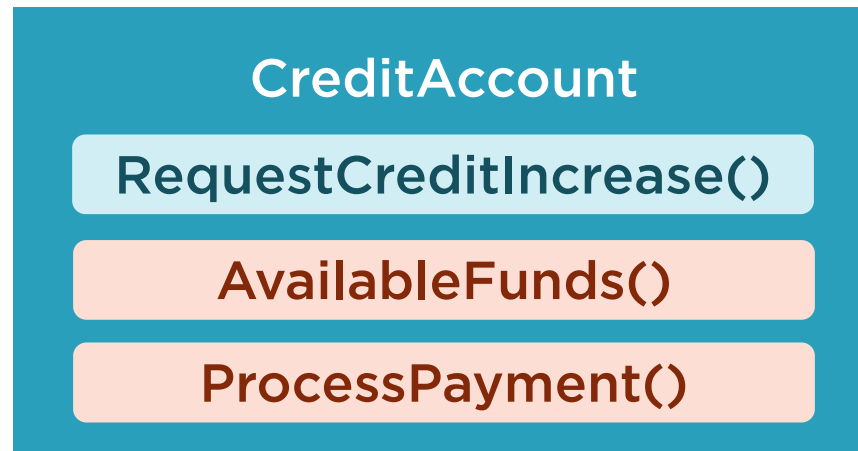
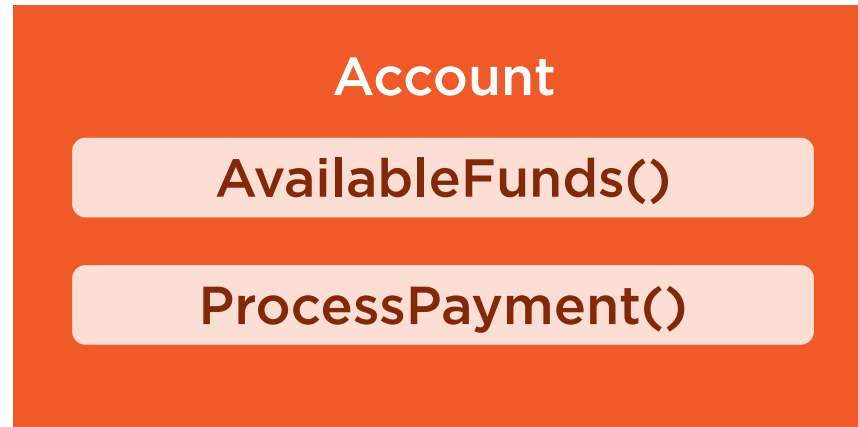
**Hard to debug and maintain**

**All or nothing**

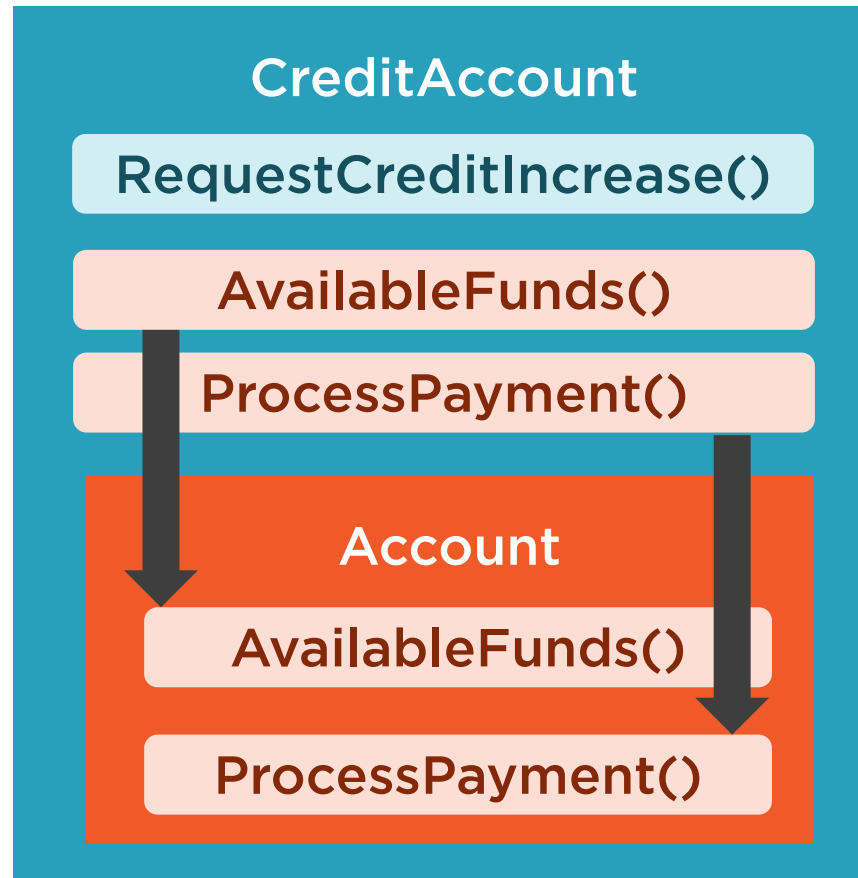
**Not supported in Go!**



# Composition Relationship



# Composition Relationship





# Type Embedding

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# Composition

```
type Account struct { ... }

func (a *Account) AvailableFunds() float32 { ... }

func (a *Account) ProcessPayment(amount float32) bool { ... }

type CreditAccount struct {
    Account
}

ca := &CreditAccount{}

funds := ca.AvailableFunds()
```



# Resolving Conflicts

```
type CreditAccount struct { ... }

func (c *CreditAccount) AvailableFunds() float32 { ... }

type CheckingAccount struct { ... }

func (c *CheckingAccount) AvailableFunds() float32 { ... }

type HybridAccount struct {
    CreditAccount
    CheckingAccount
}

func (h *HybridAccount) AvailableFunds() float32 {
    return h.CreditAccount.AvailableFunds() + h.CheckingAccount.AvailableFunds()
}
```



# Overview



**Inheritance and composition**

**Strategies**

- Embedding

