

**Reflections**



# Discussion Points

- Understanding reflection in Go
- Using reflect package





# What is Reflection?

Reflection is the ability of a program to inspect and manipulate its own types and values at runtime.

## In Go:

Provided by the reflect package

Enables runtime type inspection

Allows dynamic behavior when types are unknown

## Why it exists

Work with unknown types

Build reusable libraries/frameworks

Runtime metadata processing



## Understanding reflection in Go



# Core Concepts?

Reflection is based on two key concepts:

## 1 Type

Describes what something is.

**reflect.TypeOf(x)**

Examples: int, struct, slice, map

## 2 Value

Represents the actual runtime data.

**reflect.ValueOf(x)**

```
1 package main
2
3 import (
4     "fmt"
5     "reflect"
6 )
7
8 func main() {
9     x := 42
10
11     t := reflect.TypeOf(x)
12     v := reflect.ValueOf(x)
13
14     fmt.Println("Type:", t)
15     fmt.Println("Value:", v)
16 }
```



Using reflect package



# Most Practical Use Case?

- Inspecting Struct Fields
- Reading Struct Values
- Modifying Values
- Struct Tags (Most Practical Use Case)



Using reflect package



# Inspecting & Reading Struct Fields?

`reflect.TypeOf(x)`

1 NumField()

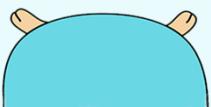
2 Field()

```
type User struct { 1 usage
    Name string
    Age  int
}

func main() {
    u := User{ Name: "Ali", Age: 30}

    t := reflect.TypeOf(u)

    for i := 0; i < t.NumField(); i++ {
        field := t.Field(i)
        fmt.Println(field.Name, field.Type)
    }
}
```



Using reflect package



# Modifying Values ?

Iterate over reflected elements

1 FieldByName()

2 Set

```
type User struct { 1 usage
    Name string
    Age  int
}

func main() {
    u := User{ Name: "Ali", Age: 30}

    v := reflect.ValueOf(&u).Elem()
    v.FieldByName("Age").SetInt(31)

    fmt.Println(u.Age)
}
```



Using reflect package

# Struct Tags?

Iterate over reflected elements

- 1 FieldByName()
- 2 field.Tag.Get()

```
type User struct { 1 usage
    Name string `json:"name_json"`
    Age  int
}

func main() {

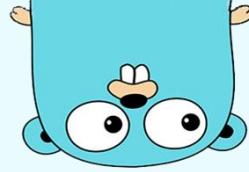
    u := User{ Name: "Ali", Age: 30}

    t := reflect.TypeOf(u)

    field, _ := t.FieldByName( name: "Name")
    fmt.Println(field.Tag.Get( key: "json"))

}
```

Using reflect package



## Real-World usage?

Reflection is heavily used in:

- JSON serialization (encoding/json)
- ORM libraries (e.g., GORM)
- Dependency Injection systems
- Validation libraries
- Config loaders
- Middleware frameworks





## Reflection Drawbacks?

Reflection is powerful but comes with tradeoffs:

- ✗ Runtime performance overhead
- ✗ Reduced type safety
- ✗ Harder debugging
- ✗ Panic risk
- ✗ More complex code

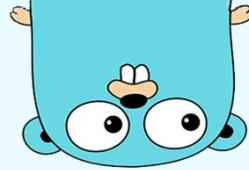
If you can avoid reflection, prefer simpler alternatives.



Using reflect package

## Best Practices?

- ✓ Use reflection mostly in infrastructure layers
- ✓ Cache reflection results when possible
- ✓ Prefer interfaces or generics first



Using reflect package



# Reflections vs Generics?

Reflection	Generics
Runtime	Compile-time
Slower	Faster
Dynamic	Type-safe
Complex	Cleaner



# Thank you. Questions?

“Learn from yesterday, live for today, hope for tomorrow. The important thing is not to stop questioning.”

- Albert Einstein

