```
/*
Student's question:
Should the playerInfo function signature not be like this

    type athletes interface{}

    // func playerInfo(a interface{}) {
    //  fmt.Println(a)
    // }

    func playerInfo(a athletes) {
        fmt.Println(a)
    }


Answer:
   Thank you for your question.
   The result will be the same in both scenarios.
   This is because 'athletes' is of the same type (empty interface).
   Saying that, using 'a athletes' is more readable, and it was the
   reason that I've originally wrote the 'type' line, right before the
   'playerInfo' function section.
   In addition to readability, it's also closer to the syntax of other
   programming languages.

   To provide with more examples, I have added a small snippet to the
   section's program, tagged by 'Added on 15-Oct-2018'.

*/
```

```go
// File name: ...\s10\02_interface_empty\main.go
// Course Name: Go (Golang) Programming by Example (by Kam Hojati)

package main

import "fmt"

type athlete struct {
    name    string
    country string
}

type football struct { //meaning footbalPlayer!
    athlete
    position string
}

type tennis struct {
    athlete
    rightHanded bool
}

type athletes interface{}

// func playerInfo(a interface{}) {
func playerInfo(a athletes) {
    fmt.Println(a)
}

// ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~
// Added on 15-Oct-2018
type numType struct {
    val interface{}
}

// ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~

func main() {
    messi := football{}
    pele := football{}
    federer := tennis{}
    nadal := tennis{}

    favAthletes := []athletes{messi, pele, federer, nadal}

    for k, v := range favAthletes {
        fmt.Println(k, " - ", v)
    }

    messi = football{athlete{"Leo Messi", "Argentina"}, "Attcker"}
    federer = tennis{athlete{"Roger Federer", "Switzerland"}, true}
    playerInfo(messi)
    playerInfo(federer)
```

```
    // ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~
    pele = football{athlete{"Pele", "Brazil"}, "Attcker"}
    nadal = tennis{athlete{"Rafael Nadal", "Spain"}, false}

    favAthletes2 := []interface{}{messi, pele, federer, nadal}

    fmt.Println(favAthletes2)

    // ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~
    // Added on 15-Oct-2018
    fmt.Println()
    nt := numType{}

    nt.val = "two"
    fmt.Printf("%#v %T \n", nt.val, nt.val) // "two" string

    nt.val = 2
    fmt.Printf("%#v %T \n", nt.val, nt.val) //2 int

    nt.val = messi
    fmt.Printf("%#v %T \n", nt.val, nt.val)
    // main.football{athlete:main.athlete{name:"Leo Messi",
        country:"Argentina"}, position:"Attcker"} main.football
}
```