

# Module 3: Object-Orientation in Go

## Topic 1.2: Support for Classes

# No “Class” Keyword

- Most OO languages have a class keyword
- Data fields and methods are defined inside a class block

```
class Point:  
    def __init__(self, xval, yval):  
        self.x = xval  
        self.y = yval
```

# Associating Methods with Data

- Method has a **receiver type** that it is associated with
- Use dot notation to call the method

```
type MyInt int

func (mi MyInt) Double () int {
    return int(mi*2)
}

func main() {
    v := MyInt(3)
    fmt.Println(v.Double())
}
```

# Implicit Method Argument

```
func (mi MyInt) Double () int {  
    return int(mi*2)  
}  
func main() {  
    v := MyInt(3)  
    fmt.Println(v.Double())  
}
```

- Object v is an implicit argument to the method
- Call by value