

Module 4: Interfaces for Abstraction

Topic 2.3: Error Handling

Error Interface

- Many Go programs return error interface objects to indicate errors

```
type error interface {  
    Error() string  
}
```

- Correct operation: `error == nil`
- Incorrect operation: `Error()` prints error message

Handling Errors

- Check whether the error is nil
- If it is not nil, handle it

```
f, err := os.Open("/harris/test.txt")
if err != nil {
    fmt.Println(err)
    return
}
```

- `fmt` package calls the `Error()` method to generate string to print