

7 common mistakes by SPf13

types $\left\{ \begin{array}{l} \text{state} \\ \text{behavior} \end{array} \right.$

1. Not accepting interfaces

Interfaces care only behaviour

Instead of taking specific types, see whether you can take an interface

2. Not using IO.Reader & IO.Writer

3. Keep the interface narrow. (meaning lesser method) when its possible.

4. Methods vs. functions

I have this question when to use what

Methods is specific to the type.

functions can accept interfaces.

If you are not using the state of the type (to manipulate) then function is good.

5. Pointers vs. values

Shared access

Pointers not safe for concurrent access

methods receivers generally has pointers because methods in general manipulate the state

6. Thinking of Errors as string

Don't just return errors as string and then do string comparisons at the caller. Rather send error codes like `SyntaxErr` or `LogicErr` then use that to compare in the caller

7. To be safe or not safe.

req. concurrency. State by default is not safe to concurrency.

so use mutex or channels.