**Go error handling**

Go will prvides pretty simple error handling framework.

With inbuilt error handling type of following declaration

Inthe function we will use return 2 times.

Now will check if there is error then will give that error, if no error then will give the actual return value.

Both time in return value we will give 2 parameters

in error return will return with 0 + error y default

in actual value will return actual value + nil (Because in main we check if it is nil then there is error else not)

package main

import (

    "errors"

    "fmt"

    "math"

)

func Sqrt(value float64) (float64, error) {

    if value < 0 {

        return 0, errors.New("Math: negative number passed to Sqrt")

    }

    return math.Sqrt(value), nil

}

func main() {

    result, err := Sqrt(-1)

    if err != nil {

        fmt.Println(err)

    } else {

        fmt.Println(result)

    }

    result, err = Sqrt(9)

    if err != nil {

        fmt.Println(err)

    } else {

        fmt.Println(result)

    }

}

Math: negative number passed to Sqrt

3