Solution Review: Analyzing Input from Keyboard

This lesson discusses the solution to the challenge given in the previous lesson.

```
Environment Variables
 Key:
                          Value:
 GOROOT
                          /usr/local/go
 GOPATH
                          //root/usr/local/go/src
 PATH
                          //root/usr/local/go/src/bin:/usr/local/go...
package main
import (
        "fmt"
        "bufio"
        "os"
        "strings"
var nrchars, nrwords, nrlines int
func main() {
        nrchars, nrwords, nrlines = 0, 0, 0
        inputReader := bufio.NewReader(os.Stdin)
        fmt.Println("Please enter some input, type S in the new line to stop: ")
        for {
                input, err := inputReader.ReadString('\n')
                if err != nil {
                         fmt.Printf("An error occurred: %s\n", err)
                if input == "S\n" { // Windows it is "S\n", on Linux it is "S\n"
                         fmt.Println("Here are the counts:")
                         fmt.Printf("Number of characters: %d\n", nrchars)
                         fmt.Printf("Number of words: %d\n", nrwords)
                         fmt.Printf("Number of lines: %d\n", nrlines)
                         os.Exit(0)
                Counters(input)
        }
}
func Counters(input string) {
        nrchars += len(input) - 2 // -2 for \r\n
        // count number of spaces, nr of words is +1
        nrwords += strings.Count(input, " ") + 1
        nrlines++
```

Click the **RUN** button, and wait for the terminal to start. Type go run main.go and press ENTER.

The variables nrchars, nrwords and nrlines contain the counts we must make: they are declared at line 8, and initialized to 0 at line 11. Then, we construct at line 12 a new buffered reader to read from the keyboard. Line 14 starts an infinite loop:

- The keyboard input is read in a string input until a new line is found at **line 15**. At **line 16**, we check the error variable err: if it contains an error, we jump out of the loop.
- Then, we check if the input contains the letters **S** at **line 20**. If so, we print out the *counts* found (from **line 21** to **line 24**) and exit the program at **line 25**.
- At **line 27**, the function **Counters** is called with input as a parameter.

The function of Counters is defined as follows:

- nrchars is incremented with the length of the input string, -2 for \r\n on Windows, or -1 for \n on Linux (see line 32).
- nrwords is incremented with the number of words; this is the number of spaces in input + 1 (see **line 34**).
- ReadString just reads one line, so nrlines is simply incremented with 1 (see line 35).

That's it for the solution. In the next lesson, you'll see how Go provides support for reading from a file.