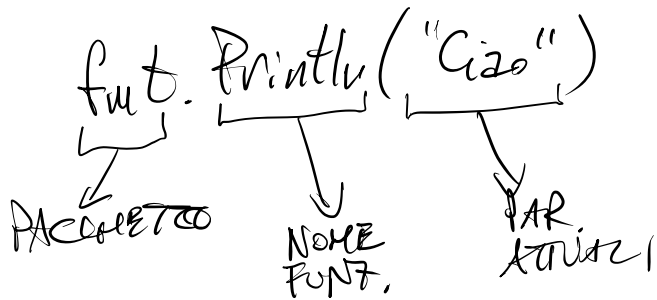
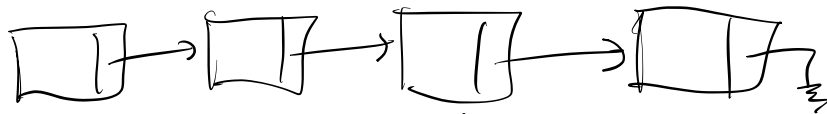


METODI E INTERFACCE



```
Scanner scanner = bufio.NewReader(System.in)
for scanner.Scan() {
    ... scanner.Text()
    ...
}
```



```

type Node struct {
  Value string
  Next *Node
}
  
```

```

}
func Length(x *Node) int { }
func Print(x *Node) { }
func AddFront(x *Node, s string) *Node { }
  
```

```

func Length(first *Node) int {
  c := 0
  for curr := first; curr != nil; curr = curr.Next {
    c++
  }
  return c
}
  
```

```

RECEIVER TARGET METHODS
↓ ↓
func (first *Node) Length() int {
  c := 0
  for curr := first; curr != nil; curr = curr.Next {
    c++
  }
  return c
}
  
```

METHOD ASSOCIATED
A *Node

var first *Node

x := Length(first)

x := first.Length()

```
func AddFront(first *Node, x string) *Node {  
    n := new(Node)  
    n.Value = x  
    n.Next = first  
    return n  
}
```

FUNCTION

↑
first = AddFront(first, "pippo")

```
func (first *Node) AddFront(x string) *Node {  
    n := new(Node)  
    n.Value = x  
    n.Next = first  
    return n  
}
```

FUNCTION

↑
first = first, AddFront("pippo")

func Concatenate (f1 *Node, f2 *Node) *Node {

...
} h := Concatenate (f1, f2)

func (f1 *Node) Concatenate (f2 *Node) *Node {

...
}

h := f.
Concatenate (g)

I METODI POSSONO ESSERE
ASSOCIATI SOLO

1) A TIPI DEFINITI CON
UN NOME NELLO STESSO
PACCHETTO

2) A LORO PUNTA TORI

type MyString string

- ENCAPSULATION

- INFORMATION HIDING

INTERFACCIA

- TIPO DESCRITTO ATTRAVERSO
I METODI CHE HA

```
type HasLength interface {  
    Length() int  
}
```

↑
signature di metodo di

```
var x HasLength  
var first *Node
```

x = first

fmt.Println(x.Length())