

Composition (not Inheritance) in Go

Since Go doesn't have inheritance, we use composition instead.

Sample Code

```
package main
import "fmt"

type RegularHuman struct {
}

func (RegularHuman) chill() {
    fmt.Println("Chilling..")
}

type Ninja struct {
    human RegularHuman
}

func (n Ninja) chill() {
    n.human.chill()
}

func (Ninja) attack() {
    fmt.Println("Throwing ninja stars")
}

type SeniorNinja struct {
    ninja Ninja
    human RegularHuman
}

func (sn SeniorNinja) attack() {
    sn.ninja.attack()
    fmt.Println("Swinging ninja swords")
    sn.human.chill()
}

func main(){
    sn := SeniorNinja{}
    sn.ninja.attack()
    sn.ninja.chill()
}
```