**What is Go (Golang)?**

Go (also known as **Golang**) is an open-source, statically typed, compiled programming language designed by **Google**. It was created in **2007** by **Robert Griesemer, Rob Pike, and Ken Thompson** and was officially released in **2009**.

**Key Features of Go**

✅ **Simple & Easy to Learn** – Go has a clean and minimal syntax, making it beginner-friendly.  
✅ **Fast Execution** – It is a compiled language, which makes it faster than interpreted languages like Python.  
✅ **Garbage Collection** – It automatically manages memory, reducing the risk of memory leaks.  
✅ **Concurrency Support** – Goroutines allow Go to handle multiple tasks simultaneously, making it ideal for high-performance applications.  
✅ **Cross-Platform** – Go runs on various operating systems, including Linux, Windows, and macOS.  
✅ **Strong Standard Library** – Go has a rich set of built-in packages for networking, file handling, and web development.

**Why Use Go?**

* 🚀 **Ideal for Backend Development** – Many cloud-native applications and APIs are built using Go.
* ⚡ **Efficient Concurrency** – Go is widely used for distributed systems and microservices.
* 📡 **Networking & Cloud Computing** – Many modern cloud services (e.g., Kubernetes, Docker) are written in Go.
* 🔥 **High Performance** – It competes with C and C++ in terms of speed but is easier to use.

**Hello, World! in Go**

Here’s a simple Go program to print "Hello, World!":

package main

import "fmt"

func main() {

fmt.Println("Hello, World!")

}

**How to Run?**

1. Install Go.
2. Save the code in a file **hello.go**.
3. Open a terminal and run:

go run hello.go

1. Output:

Hello, World!

**Lexer in Go (Golang)**

A **lexer** (or lexical analyzer) is the first step of a compiler. It takes raw source code as input and converts it into a sequence of **tokens** (such as keywords, identifiers, numbers, and operators).

In **Go**, the lexer is part of the Go compiler (go/parser and go/scanner), and it has some unique behaviors that many other programming languages **do not support**.

**What Makes Go’s Lexer Unique?**

1. **Automatic Semicolon Insertion**
   * Unlike languages like C, Java, or Python, **Go automatically inserts semicolons (;)** at the end of statements.
   * This allows Go to have a cleaner syntax without explicit semicolons.
2. **Line-Based Tokenization**
   * The lexer processes Go code **line by line**.
   * If a line ends in a valid expression (e.g., identifier, number, or keyword like return), Go **automatically** adds a semicolon.
3. **Simplicity in Parsing**
   * Many languages require complex parsing rules, but Go’s lexer enforces **strict syntax rules**, making it easier to analyze.

**Example of Semicolon Insertion in Go**

**✅ Valid Go Code Without Semicolons**

package main

import "fmt"

func main() {

fmt.Println("Hello") // No semicolomn needed

fmt.Println("World") // Go adds ‘;’ automatically

}

**Go Basics 🚀**

**1. Variables and Constants in Go**

**Declaring Variables**

In Go, you can declare variables using the var keyword or shorthand := named as **Walrus Operator**.

package main

import "fmt"

func main() {

// Using var (explicit type)

var name string = "Aman"

var age int = 23

// Using shorthand (implicit type inference)

city := "Karachi"

temperature := 30.5 // Go automatically infers float64

fmt.Println(name, age, city, temperature)

}

**Declaring Multiple Variables**

var a, b, c int = 1, 2, 3

x, y, z := 4.5, "Hello", true

**Constants in Go**

Constants are declared using the const keyword and **cannot be changed**.

package main

import "fmt"

func main() {

const pi = 3.1416

const country string = "Pakistan"

fmt.Println(pi, country)

}

❌ **Constants cannot use :=** (shorthand assignment is only for variables).

**2. Data Types in Go**

Go has four main data types:

| **Data Type** | **Description** | **Example** |
| --- | --- | --- |
| **int** | Integer values | var x int = 10 |
| **float64** | Decimal numbers | var y float64 = 5.5 |
| **string** | Text values | var name string = "Aman" |
| **bool** | Boolean (true/false) | var isGoEasy bool = true |

**Example**

package main

import "fmt"

func main() {

var age int = 25

var height float64 = 5.9

var name string = "GoLang"

var isFun bool = true

fmt.Println(age, height, name, isFun)

}

**3. Type Inference in Go**

Go automatically **infers** types based on the assigned value, making code more concise.

package main

import "fmt"

func main() {

x := 10 // Go infers it as int

y := 20.5 // Go infers it as float64

name := "Go" // Go infers it as string

isCool := true // Go infers it as bool

fmt.Printf("x is %T, y is %T, name is %T, isCool is %T\n", x, y, name, isCool)

}

**4. Operators in Go**

**Assignment Operators**

| **Operator** | **Description** | **Example** |
| --- | --- | --- |
| = | Assign value | x = 10 |
| += | Add and assign | x += 5 (same as x = x + 5) |
| -= | Subtract and assign | x -= 5 |
| \*= | Multiply and assign | x \*= 5 |
| /= | Divide and assign | x /= 5 |
| %= | Modulus and assign | x %= 5 |

🔹 **Example:**

package main

import "fmt"

func main() {

x := 10

x += 5

fmt.Println(x) // 15

x \*= 2

fmt.Println(x) // 30

}

**🔹 Summary**

✅ **Variables** use var or := for declaration.  
✅ **Constants** use const and cannot change.  
✅ **Data Types** include int, float64, string, and bool.  
✅ **Type Inference** allows Go to detect variable types automatically.  
✅ **Operators** include arithmetic, comparison, logical, assignment, and bitwise operations.

### ****Why Do Pointers Exist?****

Pointers exist to provide **direct memory access** and **efficient data manipulation**. They allow us to work with memory addresses instead of actual values, leading to better performance, flexibility, and lower memory usage in some cases.

#### **✅ Key Reasons for Using Pointers:**

* **Efficient Memory Usage** – Avoids unnecessary copying of large data structures.
* **Pass by Reference** – Allows functions to modify original variables.
* **Dynamic Memory Allocation** – Essential for data structures like linked lists, trees, etc.
* **Avoid Large Data Copying** – Reduces memory overhead when passing structs.
* **Low-Level System Interaction** – Used in system programming, networking, and hardware interfacing.

#### **⚠️ When NOT to Use Pointers:**

* For small variables (int, bool), as pointers add complexity.
* Risk of **nil pointer dereferencing** if not handled properly.

Would you like a quick code example? 🚀

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