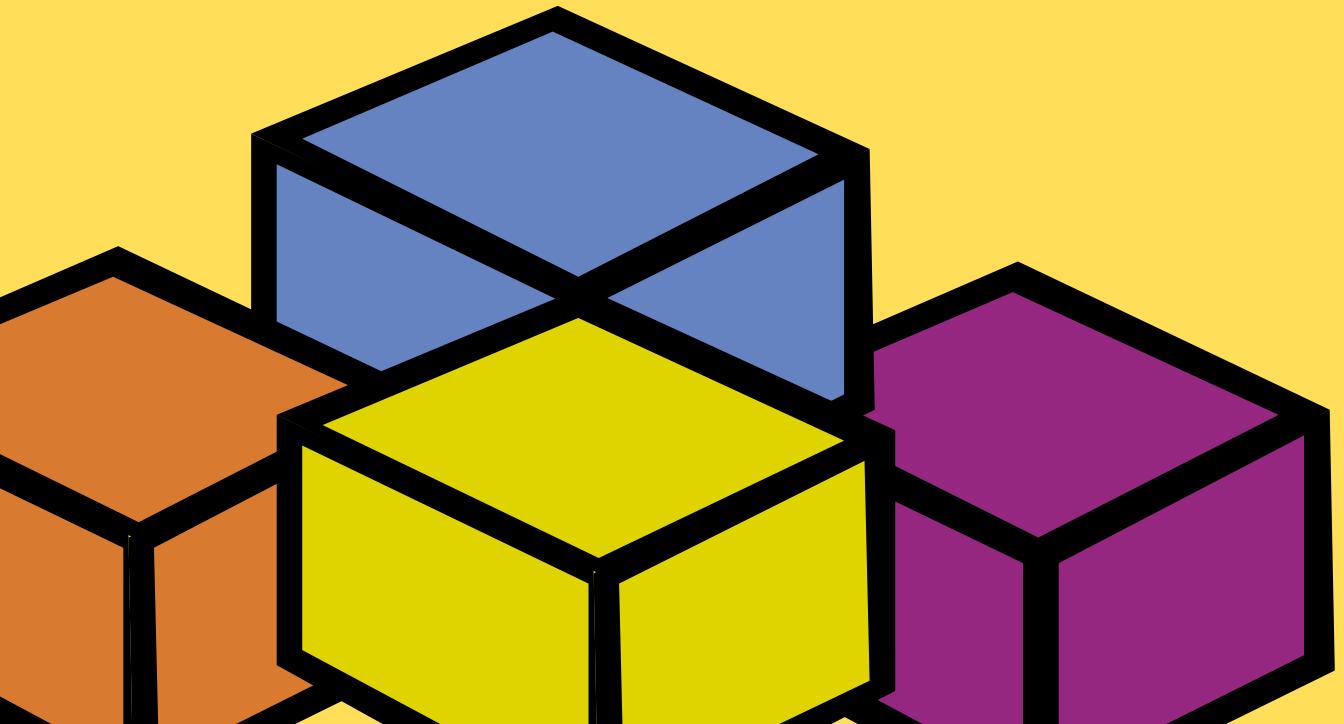


# BASIC SYNTAX AND TYPES



# WHAT'S A VARIABLE??



**A variable is a named storage location  
in memory that holds a value.**

**var declaration:**

```
var salary int = 120000
```

**Short declaration:**

```
salary := 120000
```

# BUILT-IN TYPES

**int**

```
var age int = 25
```

**bool**

```
isStudent bool = true
```

**float**

```
price float32 = 19.99  
pi float64 = 3.14159265359
```

**string**

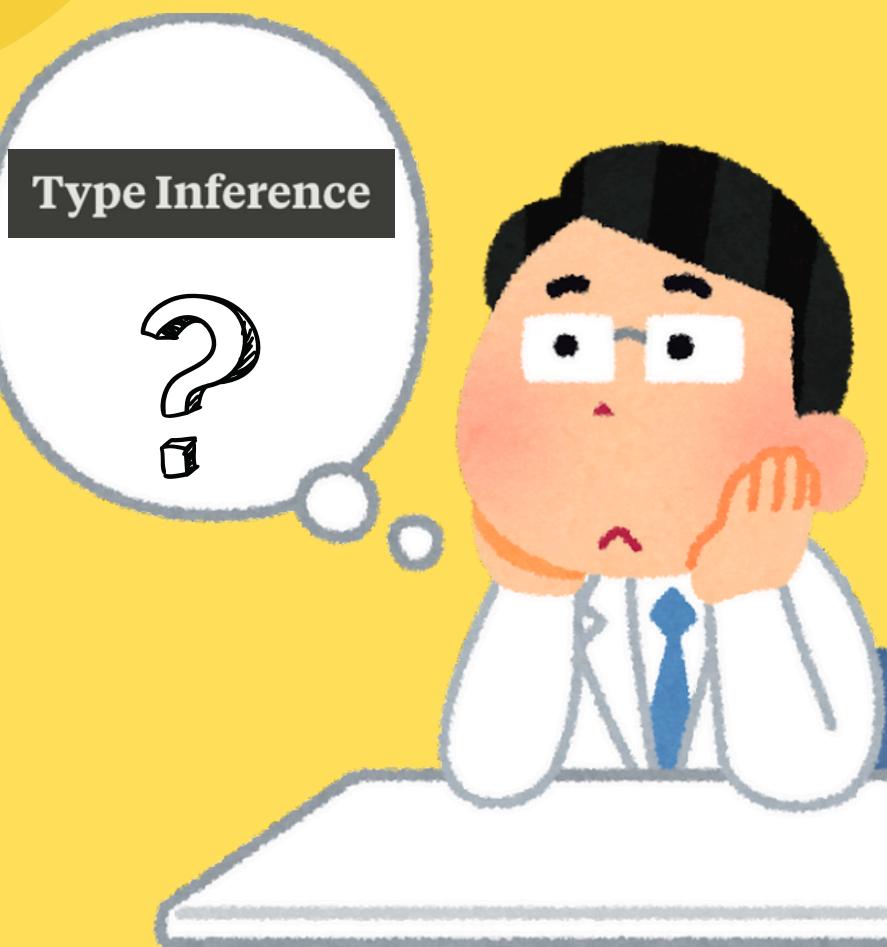
```
// Basic string  
greeting := "Hello, 世界"
```

# WHAT'S TYPE INFERENCE ??

GO CAN AUTOMATICALLY DETERMINE THE TYPE OF A VARIABLE BASED ON THE VALUE ASSIGNED:

## EXAMPLE

```
name := "Gopher"      // string
age := 25              // int
height := 1.75         // float64
```



# ZERO VALUE

**Every type has a zero value;  
the default value when a variable is declared but not  
initialized:**

- Numeric types: `0`
- String: `""` (empty string)
- Boolean: `false`
- Pointers: `nil`

# THANK YOU

