**Go Channels**

# What are channels in Go?

Go Channels provide concurrency for goroutines. Channels allow goroutines to exchange values with each other by allowing them to send and receive data via the channels, effectively acting as a pipeline between the two goroutines. Channels are declared using the chan keyword, followed by the variable type that is to be exchanged.

A basic example of a Go channel:



# Unbuffered channels

An unbuffered channel is a channel that does not have a declared capacity. As a result, an unbuffered channel must immediately have a receiver ready, otherwise the sender routine will be blocked, which allows for synchronous communication between the two routines.

An example of an unbuffered Go channel *(Note: The basic example is also an unbuffered channel)*:

