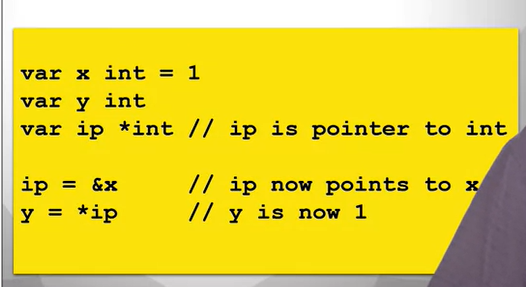
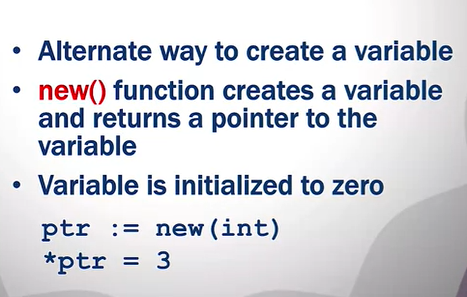
**M2.1.1 – Pointers**

* A pointer is an address to data in memory
* & operator returns the address of a variable/function
* \* operator returns data at an address (dereferencing)



--> Really just the same way as you’d do it in C

NEW

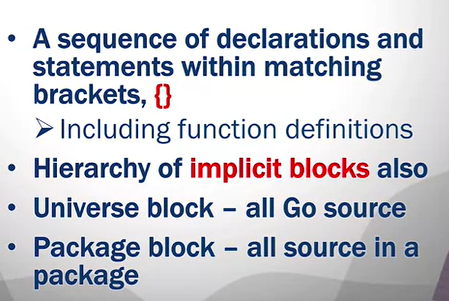


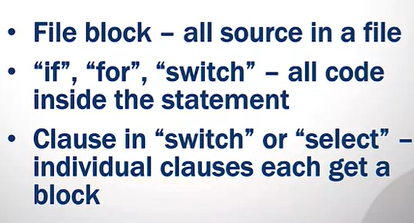
#### M2.1.2 - Variable Scope

* Places in the code where a variable can be accessed

BLOCKS:

* A sequence of declarations and statements within matching brackets {}





* 

#### M2.2.1 - Comments, Printing, Integers

//This is a comment

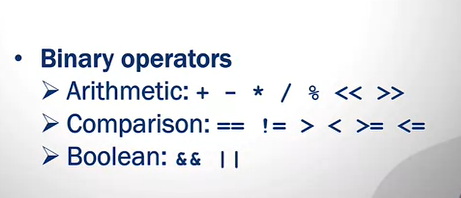
/\* This is a multi-line

Comment \*/

Format strings & Conversion Characters

Fmt.Printf(“Hi %s”, x) 🡪 x is a string to be substituted into the string

Integers would use



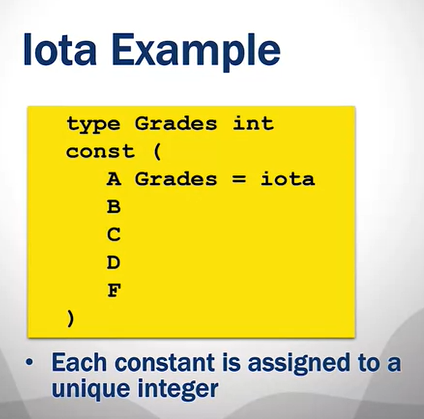
Strings are read only

String literal – noted by double quotes

#### M2.2.3 - String Packages

#### M2.3.1 - Constants

Iota is great for when you need to assign a bundle of constants, while not really caring about what the values actually are



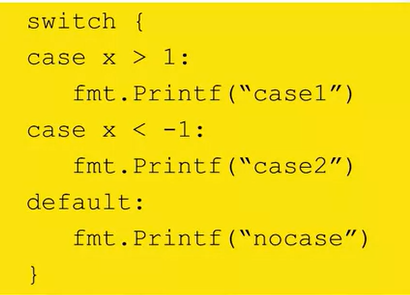
#### M2.3.2 - Control Flow

Control Structures:

* Statements which alter control flow
* **If statement**
* **For loops**
* **Switch/case**
  + **Automatically break!! =)**

#### M2.3.3 - Control Flow, Scan

Tagless Switch (conditional switch statement):



Scan:

* Scan reads user input
* Takes a pointer as an argument
* Typed data is written to pointer
* Returns number of scanned items
* 