

Go Reflect

Go Reflection is the ability of a program to examine its own structure, particularly through the types; It's a form of meta-programming.

Reflect can be used to investigate types and variables at runtime, e.g. its size, its methods and it can also call these methods 'dynamically'.

Example :-

```
package main

import (
    "fmt"
    "reflect"
)

func main() {
    age := 27.5
    fmt.Printf("%T\n", age)
    fmt.Println(reflect.TypeOf(age))
}
```

Output :-

```
float64
float64
```