

Go Package

Package:- Packages are used to categorize our program so that it can be easy to maintain.

- Every go-file belongs to some package.
- Each Go application must have “main” package so that it can be compiled
- The package name must be in lowercase letters.
- If a package is changed and recompiled, all the client programs that use this package must be recompiled too.

Import:- A Go program is linked with different package through the **import** keyword.

- Package names are enclosed within double quotes “”.
- Import loads the public declaration from the compiled package, it does not insert the source code.

Ways of importing multiple packages with import keyword.

1. In separate line :-

```
import "fmt"
import "os"
```

2. In one line :-

```
import "fmt"; import "os"
```

3. Shorter way in separate line :-

```
import (
    "fmt"
    "os"
)
```

4. Shorter way in one line :-

```
import ("fmt"; "os")
```

Visibility :- An identifier can be variable, constant, function, type or struct field. We can declare identifier in lowercase or uppercase letters.

If we declare identifiers in lower case letter, it will be visible within the package only. But if we declare package in uppercase letter, it will be visible within and outside the package which is also known as exported.

The dot . Operator is used to access the identifier

ex:- pack.Age where pack is the package name and Age is the identifier.