

YAML support for the Go language

Introduction

The `yaml` package enables Go programs to comfortably encode and decode YAML values. It was developed within [Canonical](#) as part of the [juju](#) project, and is based on a pure Go port of the well-known [libyaml](#) C library to parse and generate YAML data quickly and reliably.

Compatibility

The `yaml` package supports most of YAML 1.2, but preserves some behavior from 1.1 for backwards compatibility.

Specifically, as of v3 of the `yaml` package:

- YAML 1.1 bools (*yes/no*, *on/off*) are supported as long as they are being decoded into a typed bool value. Otherwise they behave as a string. Booleans in YAML 1.2 are *true/false* only.
- Octals encode and decode as *0777* per YAML 1.1, rather than *0o777* as specified in YAML 1.2, because most parsers still use the old format. Octals in the *0o777* format are supported though, so new files work.
- Does not support base-60 floats. These are gone from YAML 1.2, and were actually never supported by this package as it's clearly a poor choice.

and offers backwards compatibility with YAML 1.1 in some cases. 1.2, including support for anchors, tags, map merging, etc. Multi-document unmarshalling is not yet implemented, and base-60 floats from YAML 1.1 are purposefully not supported since they're a poor design and are gone in YAML 1.2.

Installation and usage

The import path for the package is `gopkg.in/yaml.v3`.

To install it, run:

```
go get gopkg.in/yaml.v3
```

API documentation

If opened in a browser, the import path itself leads to the API documentation:

- <https://gopkg.in/yaml.v3>

API stability

The package API for `yaml v3` will remain stable as described in [gopkg.in](#).

License

The `yaml` package is licensed under the MIT and Apache License 2.0 licenses. Please see the LICENSE file for details.

Example

```
package main
```

```

import (
    "fmt"
    "log"

    "gopkg.in/yaml.v3"
)

var data = `
a: Easy!
b:
  c: 2
  d: [3, 4]
`

// Note: struct fields must be public in order for unmarshal to
// correctly populate the data.
type T struct {
    A string
    B struct {
        RenamedC int    `yaml:"c"`
        D        []int `yaml:",flow"`
    }
}

func main() {
    t := T{}

    err := yaml.Unmarshal([]byte(data), &t)
    if err != nil {
        log.Fatalf("error: %v", err)
    }
    fmt.Printf("--- t:\n%v\n\n", t)

    d, err := yaml.Marshal(&t)
    if err != nil {
        log.Fatalf("error: %v", err)
    }
    fmt.Printf("--- t dump:\n%s\n\n", string(d))

    m := make(map[interface{}]interface{})

    err = yaml.Unmarshal([]byte(data), &m)
    if err != nil {
        log.Fatalf("error: %v", err)
    }
    fmt.Printf("--- m:\n%v\n\n", m)

    d, err = yaml.Marshal(&m)
    if err != nil {
        log.Fatalf("error: %v", err)
    }
}

```

```
    fmt.Printf("--- m dump:\n%s\n\n", string(d))  
}
```

This example will generate the following output:

```
--- t:  
{Easy! {2 [3 4]}}
```



```
--- t dump:  
a: Easy!  
b:  
  c: 2  
  d: [3, 4]
```



```
--- m:  
map[a:Easy! b:map[c:2 d:[3 4]]]
```



```
--- m dump:  
a: Easy!  
b:  
  c: 2  
  d:  
    - 3  
    - 4
```