

# Comments

Every package should have a package comment. It should immediately precede the `package` statement in one of the files in the package. (It only needs to appear in one file.) It should begin with a single sentence that begins "Package *packagename*" and give a concise summary of the package functionality. This introductory sentence will be used in godoc's list of all packages.

Subsequent sentences and/or paragraphs can give more details. Sentences should be properly punctuated.

```
// Package superman implements methods for saving the world.
//
// Experience has shown that a small number of procedures can prove
// helpful when attempting to save the world.
package superman
```

Nearly every top-level type, const, var and func should have a comment. A comment for bar should be in the form "*bar* floats on high o'er vales and hills.". The first letter of *bar* should not be capitalized unless it's capitalized in the code.

```
// enterOrbit causes Superman to fly into low Earth orbit, a position
// that presents several possibilities for planet salvation.
func enterOrbit() os.Error {
    ...
}
```

All text that you indent inside a comment, godoc will render as a pre-formatted block. This facilitates code samples.

```
// fight can be used on any enemy and returns whether Superman won.
//
// Examples:
//
//   fight("a random potato")
//   fight(LexLuthor{})
//
func fight(enemy interface{}) bool {
    ...
}
```