

Semana 1

Instalacion

- [Instalar Golang](#)
- [Instalar VS Code 2](#)
- Probar en terminal que se ha instalado Go, usando comando:

```
go version
```

Tipos de datos

Enteros

uint8	unsigned 8-bit integers (0 to 255)
uint16	unsigned 16-bit integers (0 to 65535)
uint32	unsigned 32-bit integers (0 to 4294967295)
uint64	unsigned 64-bit integers (0 to 18446744073709551615)
int8	signed 8-bit integers (-128 to 127)
int16	signed 16-bit integers (-32768 to 32767)
int32	signed 32-bit integers (-2147483648 to 2147483647)
int64	signed 64-bit integers (-9223372036854775808 to 9223372036854775807)

Flotantes

<code>float32</code>	IEEE-754 32-bit floating-point numbers
<code>float64</code>	IEEE-754 64-bit floating-point numbers
<code>complex64</code>	complex numbers with <code>float32</code> real and imaginary parts
<code>complex128</code>	complex numbers with <code>float64</code> real and imaginary parts

Otros

<code>bool</code>	1 byte.
<code>byte</code>	alias for <code>uint8</code>
<code>rune</code>	alias for <code>int32</code> (<code>char</code>)
<code>uint</code>	unsigned, either 32 or 64 bits
<code>int</code>	signed, either 32 or 64 bits
<code>uintptr</code>	unsigned integer large enough to store the uninterpreted bits of a pointer value
<code>string</code>	

Go permite que las variables declaradas sean inicializadas de forma predeterminada.

- **Enteros (incluido rune):** 0
- **flotantes:** 0.0
- **string:** cadena vacia
- **bool:** false