

Assignment-1

1. Difference Between Unsigned Int and Signed Int?

The main difference between these two is that Signed Int has both positive and negative numbers and unsigned int only has zero and positive numbers. For example, Signed Int starts with -10 and +10 and unsigned Int starts with 0 and +10. The highest possible number of signed numbers is half that of unsigned numbers.

2. Difference between Go and Java?

The difference between Java and Go is that Go is a bit new and it is faster than Java and Go is also easy to learn for beginners. The two languages have garbage collectors but Go can handle a large amount of data. Coming to the libraries and frameworks Java is better than Go because Java has a large ecosystem. It is easy to write concurrent code in Go but both Java and Go have concurrency to write code.

3. Difference between Go and Python?

The difference between Python and Go is that Go came from the C family and these two have good readability and these are also easy to learn for beginners. As I mentioned Go is a new language and it is also faster than Python. Go has a more formal and explicit syntax than Python. So that we can easily understand the Go syntax. Python is a dynamically typed language and Go is a statically typed language.

4. Advantages and Disadvantages of Go?

Advantages:

Go is better than other languages, it's simple to learn, concurrency is flexible and it is also simple to use. It has a garbage collector with a lot of memory handling capacity. This language has the most basic API and includes a built-in testing facility. Beginners find it easy to learn the Go language since it is quick and has simple grammar. There is no need for a virtual machine because it can compile directly to machine code.

Disadvantages:

It has very limited library support and extra garbage collection might come from the absence of clear memory management. The appearance of the language because of its basic nature it might be a problem. A lack of generics may lead to redundant code and less maintainable code.

