Description of tokens

Token	Informal description	Sample lexemes
Identifier	Identifiers name program entities such as variables and types. An identifier is a sequence of one or more letters and digits. The first character in an identifier must be a letter.	a _x9 ThisVariableIsExported αβ
Literal	Any numeric constant and anything but ", surrounded by "'s	\`abc\` \`\n \n\` "\n" "\"" "Hello, world!\n" "日本語" "\u65e5本 \U00008a9e" "\xff\u00FF" 42 0600 0xBadFace 17014118346046923 17316873037158841 05727
Operators and punctuation	+ or & or += or &= or && or == or != or (or) or - or | or -= or |= or || or < or <= or [or] or * or ^ or *= or ^= or <- or > or >= or { or } or / or << or /= or <<= or	| -= |= || ++

	++ or = or := or , or ; or % or >> or %= or >>= or -- or ! or … or . or : or &^ or &^=	
Keyword break	Characters b,r,e,a,k	break
Keyword default	Characters d,e,f,a,u,l,t	default
Keyword func	Characters f,u,n,c	func
Keyword interface	Characters i,n,t,e,r,f,a,c,e	interface
Keyword select	Characters s,e,l,e,c,t	select
Keyword case	Characters c,a,s,e	case
Keyword defer	Characters d,e,f,e,r	defer
Keyword go	Characters g,o	go
Keyword map	Characters m,a,p	map
Keyword struct	Characters s,t,r,u,c,t	struct
Keyword chan	Characters c,h,a,n	chan
Keyword else	Characters e,l,s,e	else
Keyword goto	Characters g,o,t,o	goto
Keyword package	Characters p,a,c,k,a,g,e	package
Keyword switch	Characters s,w,i,t,c,h	switch
Keyword const	Characters c,o,n,s,t	const
Keyword fallthrough	Characters f,a,l,l,t,h,r,o,u,g,h	fallthrough
Keyword if	Characters i,f	if
Keyword range	Characters r,a,n,g,e	range
Keyword type	Characters t,y,p,e	type

Keyword continue	Characters c,o,n,t,i,n,u,e	continue
Keyword for	Characters f,o,r	for
Keyword import	Characters i,m,p,o,r,t	import
Keyword return	Characters r,e,t,u,r,n	return
Keyword var	Characters v,a,r	var