

# Go Basics

Packages, Variables, and Functions

*Based on "A Tour of Go"*

# Packages

Every Go program is made up of packages. Programs start running in package main.

```
package main

import (
    "fmt"
    "math/rand"
)

func main() {
    fmt.Println("My favorite number is", rand.Intn(10))
}
```

# Imports

This code groups the imports into a parenthesized, "factored" import statement.

```
import (
    "fmt"
    "math"
)
```

# Functions

A function can take zero or more arguments. Notice that the type comes after the variable name.

```
func add(x int, y int) int {
    return x + y
}

func main() {
    fmt.Println(add(42, 13))
}
```

# Multiple Results

A function can return any number of results. Here, the swap function returns two strings.

```
func swap(x, y string) (string, string) {
    return y, x
}

func main() {
    a, b := swap("hello", "world")
    fmt.Println(a, b)
}
```

# Variables

The var statement declares a list of variables; as in function argument lists, the type is last.

```
var c, python, java bool

func main() {
    var i int
    fmt.Println(i, c, python, java)
}
```

## Variables with Initializers

If an initializer is present, the type can be omitted; the variable will take the type of the initializer.

```
var i, j int = 1, 2

func main() {
    var c, python, java = true, false, "no!"
    fmt.Println(i, j, c, python, java)
}
```

# Short Variable Declarations

Inside a function, the `:=` short assignment statement can be used in place of a `var` declaration with implicit type.

```
func main() {
    var i, j int = 1, 2
    k := 3
    c, python, java := true, false, "no!"
    fmt.Println(i, j, k, c, python, java)
}
```

# Basic Types

Go's basic types include:

bool

string

int int8 int16 int32 int64

uint uint8 uint16 uint32 uint64 uintptr

byte (alias for uint8)

rune (alias for int32)

float32 float64

complex64 complex128

# Zero Values

Variables declared without an explicit initial value are given their zero value:

- 0 for numeric types,
- false for the boolean type,
- "" (the empty string) for strings.

```
var i int
var f float64
var b bool
var s string
fmt.Printf("%v %v %v %q", i, f, b, s)
```