## <u>Arrays</u>

- indexable collection of elements
- store the same type of values
- fixed length

## <u>Slices</u>

- indexable collection of elements
- store the same type of values
- dynamic length

## <u>Maps</u>

- collection of key value pairs
- fast looking up of values using keys
- fixed key and value data types
- dynamic size

## <u>Struct</u>

- collection of related variables of different types
- values are accessed by struct variable names