

Named types – types that are defined by type keyword, e.g “type categoryArrayType [3]string”

Composite types – composite types are made up of other types (built-in types and user-defined types), e.g. [3]int, map[string]int

Type literal – a type that is declared inline during variable declaration like “var x [3]int”, “var x struct { name string }”

Unnamed types - unnamed types are **composite types** defined by a **type literal**