Go Programming Language

# Attributes

* Statically typed.
* Compiled Language.
* Concurrency (goroutines).
* Garbage Collection.
* Packages and Modules
  + Packages: Go code is organized into packages. A package is a collection of related Go files in the same directory that are compiled together. The main package is the entry point of a Go program.
  + Modules: Modules are a higher-level construct for managing project dependencies. The go.mod file defines the module's properties and dependencies.

## Pointer in Go

Pointers in Go, like in many other programming languages, are variables that store the memory address of another variable. They allow indirect access to the value or memory location of a variable. Pointers are widely used in Go for various purposes, including passing parameters by reference, dynamic memory allocation, and implementing data structures.