



Basic Types											
Slices											
Maps											
Channels											
Type Declarations											
<pre>//struct type type myType struct { embeddedType protectedMember int PublicMember string } //type type intList []int</pre>											
Functions											
<pre>func returnNumberOne() int { return 1 } // multiple return values func returnTwoInts() (int,int) { return 2,3 } // methods have receievers func (t *myType) getProt() int { return t.protectedMember }</pre>											
Interfaces											
<pre>type protGetter interface { // function signatures only getProt() int }</pre>											
Operators											
<table><tr><td>Unary</td><td>+ - ! ^ * & <-</td></tr><tr><td>Multiplication</td><td>* / % « » & ^</td></tr><tr><td>Addition</td><td>+ - ^</td></tr><tr><td>Comparison</td><td>== != < <= > >=</td></tr><tr><td>Logical</td><td>&& </td></tr></table> <div><div>↑</div><div>Precedence</div><div>↓</div></div> <div><div>^x = bitwise compliment of x</div></div>		Unary	+ - ! ^ * & <-	Multiplication	* / % « » & ^	Addition	+ - ^	Comparison	== != < <= > >=	Logical	&&
Unary	+ - ! ^ * & <-										
Multiplication	* / % « » & ^										
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Comparison	== != < <= > >=										
Logical	&&										

Declaration	
<pre>var num int // declare an integer var num int = 1 // declare & initialize var num = 1 // type inferred num := 1 // short declaration var num, foo int = 1, 2 // multiple // Unicode works var 名 = "アラスカ" // constant const name = "golang" // group-declaration var (foo int bar int = 1 baz = 2) const (fooConst = iota // 0 barConst // 1 bazConst = "Baz") // camelCase when multi-word myFavoriteRodent = "gopher" // identifiers with uppercase first // letters are exported const PackageName = "my package" var BadIdea = "mutate from anywhere!"</pre>	
Short Declaration	
<pre>// Can only use in function body x := aFunction() // type inferred // can "re-declare" with at least one // new variable var y int x, z := 1, 2 // ok x, y := 3, 4 // ERROR // creates block-local variables for i:= 0 ; i < 10; i++ { fmt.Println(i) } fmt.Println(i) // ERROR // beware of shadowing</pre>	
Iota	

Structure - Executable	
<pre>package main import ("pkg" "pkg2") import "fmt" //or one per-line const (numberOne = 1) const hello = "Hello, 世界" //main.main required for executable func main() { // Code }</pre>	
Structure - Package	
<pre>package mylib func CallMeFromOutside</pre>	
Format verbs	
<p>Simpler than C's MOAR TABLE</p>	

```
package anothermain
import (
    "fmt"
)
func main() {
    fmt.Println("Gopher, save me")
}
```