Go Quick Reference version a

Basic Types

```
//struct type
type myType struct {
   embeddedType
   protectedMember int
   PublicMember string
//type
type intList []int
```

```
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
```

```
type protGetter interface {
    // function signatures only
    getProt() int
```

```
Unary
Multiplication * / % « » & &^
Addition + - | ^
                == != < <= > >=
Comparison
                &&
Logical
                Ш
^x = bitwise compliment of x
```

```
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
   bazConst = "Baz"
// camelCase when multi-word
myFavoriteRodent = "gopher"
// identifiers with uppercase first
// letters are exported
const PackageName = "my package"
var BadIdea = "mutate from anywhere!"
```

```
// 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
```

```
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
```

package mylib func CallMeFromOutside

Simpler than C's MOAR TABLE

```
fmt.Println("Gopher, save me")
```

```
package anothermain
import (
"fmt"
func main() {
```