Constants

This lesson explains how to declare const type variables.

WE'LL COVER THE FOLLOWING

Declaration

Constants are declared like variables, but with the `const` keyword.

Constants can only be a **character**, **string**, **boolean**, or **numeric values** and cannot be declared using the `:=` syntax. An *untyped* constant takes the type needed by its context.

Environment Variables

Key:	Value:
GOPATH	/go

```
const Pi = 3.14
const (
        StatusOK                   = 200
        StatusCreated              = 201
        StatusAccepted             = 202
        StatusNonAuthoritativeInfo = 203
        StatusNoContent            = 204
        StatusResetContent         = 205
        StatusPartialContent       = 206
)
```

Let's take a look at an example below demonstrating this concept.

Example

Environment Variables

Environment Variables

Key:	Value:
GOPATH	/go

```
package main
import "fmt"

const (
        Pi    = 3.14
        Truth = false
        Big   = 1 << 62
        Small = Big >> 61
)

func main() {
        const Greeting = "ハローワールド" //declaring a constant
        fmt.Println(Greeting)
        fmt.Println(Pi)
        fmt.Println(Truth)
        fmt.Println(Big)
}
```

> **Note:** The *left-shift operator* `(<<)` shifts its first operand left by the number of **bits** specified by its *second operand*. The type of the *second operand* **must** be an `int` or a type that has a predefined implicit numeric conversion to `int`. The *right-shift operator* `(>>)` shifts its *first operand* right by the number of **bits** specified by its *second operand*.

Now that you know how to declare constants from the above examples. Let's move on and read about printing constants/variables.