

## Programs Flow overall + structure

### **1. Hello folder** – 1 + 1 (with gccgo)

#### **1.1 hello\_with\_gc** – with gc tool compile and gc tool link (significance of 6g 8g 5g)

### **2. Basics1** –

- b1.go – variable addition
- b2.go – read name
- b3.go – variables read
- b4.go – even or odd
- b5.go – even odd negative etc

### **3. cmd\_line** -

- 1.go – cmd line reading
- add2num.go

### **4. functions\_max** -

- main.go – largest / smallest of num

### **5. large\_if** -

- inp.go - largest of 2 numbers with if
- main.go – diff print

### **6. line\_filter**

- main.go – with usage

### **7. recursion**

- main.go – factorial

### **8. strings\_basic**

- basic\_string.go
- string\_cat.go
- string\_len.go

### **9. for\_stmt**

- for\_each.go
- main.go

### **10. do\_while\_inf**

- main.go – usage

### **11. randomness**

- main.go

## **12. switch\_example**

main.go

## **13. switch\_other\_examples**

switch\_with\_default.go

switch\_without\_condition.go

switch\_fallthrough.go

## **14. structs**

main.go – usage

## **15. vardiac\_func**

main.go – usage

## **16. closures**

main.go – usage

## **17. goroutines**

main.go – usage

## **18. channels**

1.go

2.go

## **19. go\_array**

array.go – example usage

iter\_array.go – iterator with for

shorthand\_assign.go - short hand assignment example

slice\_example.go – usage of slice functionality.

var\_args.go – usage of variable arguments.

## **20. go\_maps**

main.go – usage

## **21. go\_pointers**

main.go – usage