

Variables



golang: Variables [1]

create main.go in folder chapter4-1: Long Declaration

```
package main

import "fmt"

func main() {
    // Long Declaration
    var x string = "Hello, World"
    fmt.Println(x)

    var y string
    y = "Hello, World"
    fmt.Println(y)
}
```



golang: Variables [2]

create main.go in folder chapter4-1: Short Declaration

```
package main

import "fmt"

func main() {
    // Long Declaration
    ...
    // Short Declaration
    // Type Inference
    z := "Hello, World"
    fmt.Println(z)
    fmt.Printf("Type: %T\n", z)
}
```



golang: Variables [3]

create main.go in folder chapter4-1: Constance Declaration

```
package main
import "fmt"

func main() {
    // Long Declaration
    ...
    // Short Declaration
    ...
    // Constance Declaration
    const xx string = "Hello, World"
    //xx = "Other string"
}
```



golang: Variables [4]

create main.go in folder chapter4-1: Multiple Variables



golang: Variables [5]

create main.go in folder chapter4-1: Swapping variable



golang: Variables [7]

create main.go in folder chapter4-2:

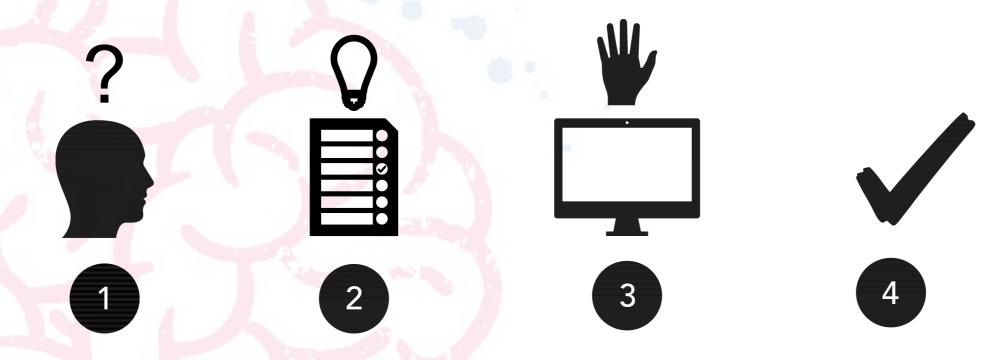
```
package main
import "fmt"

func main() {
    fmt.Print("Enter a number: ")
    var input float64
    fmt.Scanf("%f", &input)
    output := input * 2
    fmt.Println(output)
}
```



Exercise

Modify main.go in folder chapter4–2 for solve Problem No.5 of Chapter 4:





Exercise

Create main.go in folder chapter4-3 for solve Problem No.6 of Chapter 4:

