



# Go Lang Special Features and Control Statements

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# Golang differences in arithmetic expression

Press Esc to move out of the editor.

(GO)

```
1 // You can edit this code!
2 // Click here and start typing.
3 package main
4
5 import "fmt"
6
7 func main() {
8     var x int = 2
9     var y float64 = 3.5
10    fmt.Println(x + y)
11 }
```

```
1 // Online Java Compiler
2 // Use this editor to write, compile and run your Java code online
3
4 class HelloWorld {
5     public static void main(String[] args) {
6         int x= 2;
7         double y= 3.5;
8
9         System.out.println(x + y);
10    }
11 }
```

```
java -cp /tmp/UAFy90Hbxe/HelloWorld
5.5
=== Code Execution Successful ===
```

Java allows for implicit type conversions.

```
./prog.go:10:14: invalid operation: x + y (mismatched types int and float64)
```

```
Go build failed.
```

Press Esc to move out of the editor.

(GO)

```
1 // You can edit this code!
2 // Click here and start typing.
3 package main
4
5 import "fmt"
6
7 func main() {
8     var x int = 2
9     var y int = (x++) + x
10    fmt.Println(y)
11 }
```

```
1 // Online Java Compiler
2 // Use this editor to write, compile and run your Java code online
3
4 class HelloWorld {
5     public static void main(String[] args) {
6         int x= 2;
7         int y= (x++) + x;
8         System.out.println(y);
9     }
10 }
```

```
java -cp /tmp/2H4vhFRuM1/HelloWorld
5
=== Code Execution Successful ===
```

```
./prog.go:9:16: syntax error: unexpected ++, expected )
Go build failed.
```

Go requires incrementation to be its own statement. Java can integrate that into arithmetic.

(GO)

```
7 func main() {
8     var x int = 2
9     x++
10    fmt.Println(x)
11 }
```

# Short circuit? Strict circuit?

Golang supports short circuit.

In the example to the left, Golang's compiler did not evaluate what the value of testFunction() may be. It saw that a was false and gave its response.

Press Esc to move out of the editor.

```
1 // You can edit this code!
2 // Click here and start typing.
3 package main
4
5 import "fmt"
6
7 func main() {
8     a := false
9
10    // Short-circuit evaluation: the second condition is not evaluated
11    if a && testFunction() {
12        fmt.Println("Both are true")
13    } else {
14        fmt.Println("Short-circuited")
15    }
16 }
17
18 func testFunction() bool {
19     fmt.Println("testFunction is called!")
20     return true
21 }
22
23
24
25
26
27
28
29
30
31
32
33
```

Short-circuited

Program exited.

Press Esc to move out of the editor.

```
1 // You can edit this code!
2 // Click here and start typing.
3 package main
4
5 import "fmt"
6
7 func main() {
8     a := true
9
10    // Short-circuit evaluation: the second condition is not evaluated
11    if a && testFunction() {
12        fmt.Println("Both are true")
13    } else {
14        fmt.Println("Short-circuited")
15    }
16 }
17
18 func testFunction() bool {
19     fmt.Println("testFunction is called!")
20     return true
21 }
22
23
24
25
26
27
28
29
30
31
32
33
```

testFunction is called!  
Both are true



# Single operand expressions in Golang?

Yes. Golang allows there to be single operand expressions as long as it is on its own line.

*Press Esc to move out of the editor.*

```
1 // You can edit this code!  
2 // Click here and start typing.  
3 package main  
4  
5 import "fmt"  
6  
7 func main() {  
8  
9     var x int = 99  
10    fmt.Println(x)  
11  
12    x++  
13    fmt.Println(x)  
14 }  
15  
16
```

32

33

99

100

Program exited.



# Multiple assignment in Golang?

Yes, golang does support multiple assignment and it is shown. The result swaps the variables.

Press Esc to move out of the editor.

```
1 // You can edit this code!
2 // Click here and start typing.
3 package main
4
5 import "fmt"
6
7 func main() {
8
9     var x int = 24
10    var y int = 25
11
12    fmt.Println(x, y)
13    x, y = y, x
14    fmt.Println(x, y)
15 }
16
17
```

```
31
32
33
24 25
25 24
Program exited.
```



# Dangling else in GO

- The dangling else is resolved in GO by using { } to enclose all if/else blocks even if they only contain one line
- Else blocks will always be matched with the closest preceding if block

```
if condition {
```

```
    // do something
```

```
} else {
```

```
    // do something else
```

```
}
```



# Conditional expressions

- Go does not support traditional ternary type conditional expressions.
- It enforces ambiguity and clarity over conciseness using if-else statements only

```
if x > 10 {  
    y = 20  
} else {  
    y = 30  
}
```



# Loops

## For Loop in Go

```
for i := 0; i < 10; i++ {  
    // code block  
}
```

The update of the count variable can affect the amount of iterations.

For instance, if we subtract 1 from “i” in the for loop code block, we have to iterate one extra time.

Go evaluates the condition  $i < 10$  on every condition





# Loops

Go Lang does not support while loop

Go Lang supports break and continue statements

```
package main

import "fmt"

func main() {
    for i := 0; i < 10; i++ {
        if i == 5 {
            fmt.Println("Breaking the loop at i =", i)
            break // Exit the loop when i equals 5
        }
        fmt.Println(i)
    }
}
```

```
package main

import "fmt"

func main() {
    for i := 0; i < 10; i++ {
        if i%2 == 0 {
            continue // Skip even numbers
        }
        fmt.Println(i)
    }
}
```

# Switch Statements

- Yes, GO has switch statements
- The main difference between java is that Go only runs the selected case, not all the cases that follow.
- More flexible
  - Cases do not need to be constants

```
package main

import "fmt"

func main() {
    day := 3

    switch day {
    case 1:
        fmt.Println("Sunday")
    case 2:
        fmt.Println("Monday")
    case 3:
        fmt.Println("Tuesday")
    case 4:
        fmt.Println("Wednesday")
    case 5:
        fmt.Println("Thursday")
    case 6:
        fmt.Println("Friday")
    case 7:
        fmt.Println("Saturday")
    default:
        fmt.Println("Invalid day")
    }
}
```



# Switch Statements

- Go does not have type matching
- Pattern matching allows you to test data structures in a concise and readable way, checking for the structure, type, or value of data
  - Can match on values or data structures
- Benefits of pattern matching is code is more
  - Concise
  - Readable
  - Safe