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| **Language:** Go/GoLang |
| **Paradigm(s):** Object – Oriented, imperative, functional, concurrent |
| **Origin story:** Go was designed at Google by three main people by the names of Rob Pike, Ken Thompson, and Robert Griesemer. Go is very based off C and is very close to it syntactically. A few additions added over C include memory safety, garbage collection, and structural typing |
| **Compiler/interpreter page link:** https://golang.org/dl/ |
| **Primary use of language:** Multi-Purpose |
| **Scoping (dynamic/static/hybrid):** Static, determined at compile time |
| **Primary primitive types:** int, float, booleans, strings |
| **Primary aggregate types:** Array, slice, type struct |
| **Type system (dynamic/static/hybrid):** Static |
| **Strength of type-checking system:** Strongly typed as said in documentation |
| **Variable declarations required:** Yes. But short variable declarations do exist |
| **Parameter-passing method(s):** Pass by value |
| **Primary control flow structures:** If, else, switch, while, for-each, methods/functions |
| **Storage structures (heap/stack/static) and contents:** Heap(global), Stack(local) |
| **Other interesting info:**   * Uses slices which extends Array * Simplicity is showcased but still powerful * Defer – Makes sure the code is ran before the function containing defer is returned * Compiler sends warnings of unused variables |