

```
$ go run main.go  
Hello Gopher!  
I love animations  
And colors...  
> Please embrace this
```

CODE

*Let's **print something to the console!***

```
package main
import "fmt"

func main() {
    fmt.Println("Hello Gopher!")
}
```

CODE

Let's *code* your first Go program

main.go

package clause

this should be the first code

package main

name of the package

which this file belongs to

function

reusable and executable
block of code

func main() {

*function's code
will be in here*

}

func main

a special func
that tells Go
where to start
executing

HOW TO CODE WITH ME

I'll always be providing the full source-code for the examples

*sometimes,
i won't show these
common statements
in here*

```
package main
import "fmt"

func main() {
}
```

*full source-code
will always be
available on
github
&
playground*

github
<https://github.com/inancgumus/learngo>

playground
<https://play.golang.org/>

COMPILE-TIME
vs
RUNTIME

SOURCE CODE

```
package main  
import "fmt"  
  
func main() {  
    fmt.Println("hello!")  
}
```

*Source-Code is like a seed
(compiled or not)*

\$ go build



Compiling

COMPILED CODE

```
MOVQ GS:0x8a0, CX  
CMPQ 0x10(CX), SP  
JBE 0x108e7c7  
SUBQ $0x48, SP  
MOVQ BP, 0x40(SP)  
...
```



RUNTIME

memory ↔ \$./first

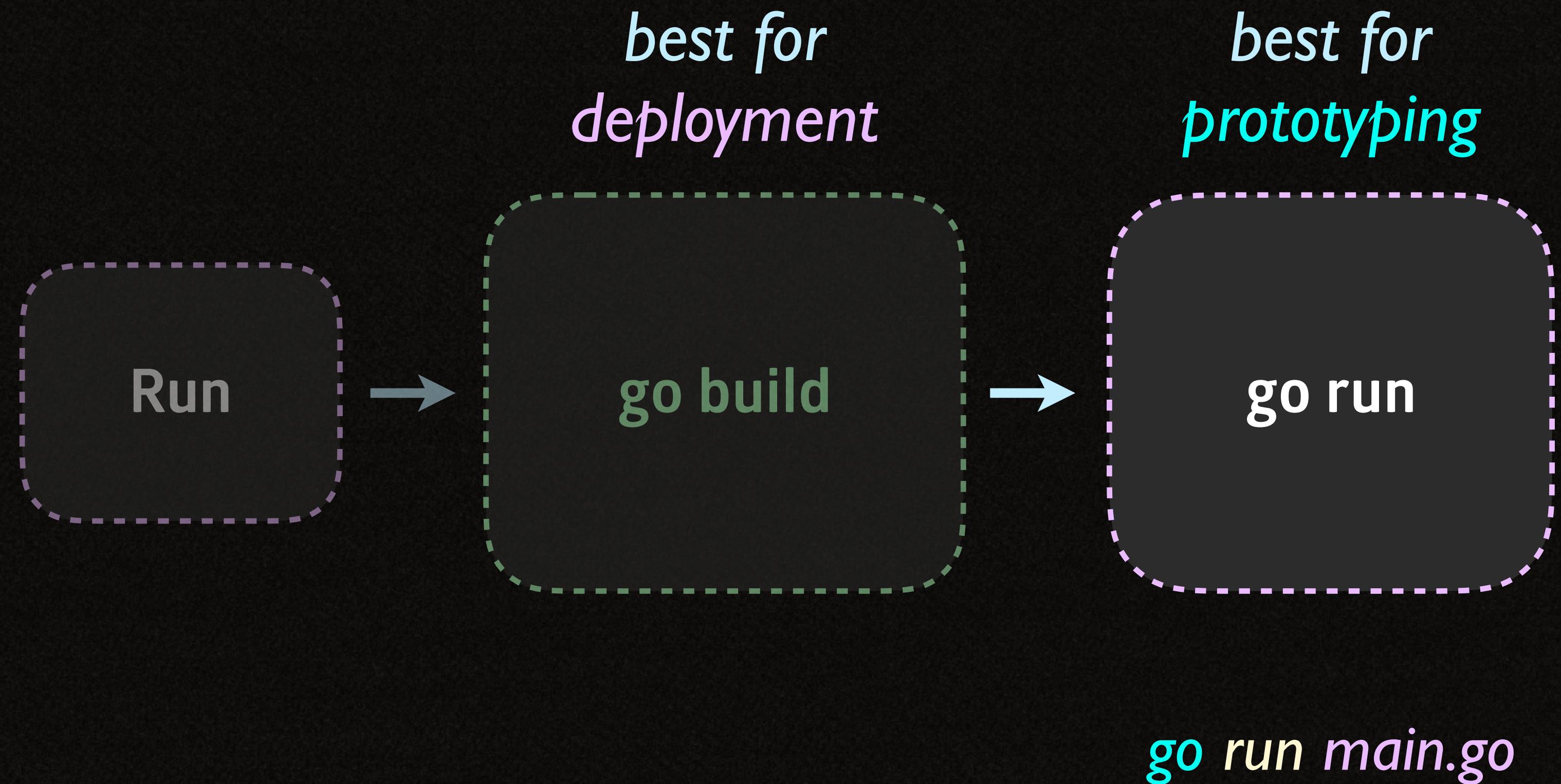
hello!

cpu



GO RUN

You're going to learn how to *compile* your Go program using `go run` tool.



STATEMENTS

instructs Go to execute something

one statement at a time
(unless you use semicolons ;)

STATEMENTS

*Statements tell Go to **execute** something
and they can **change** the **execution flow** of code*

```
package main
import "fmt"

func main() {
    fmt.Println("Hello!")
}
```

STATEMENTS

*Almost all the code are **statements** here
They can stand on their own on a single line of code*

```
package main
import "fmt"

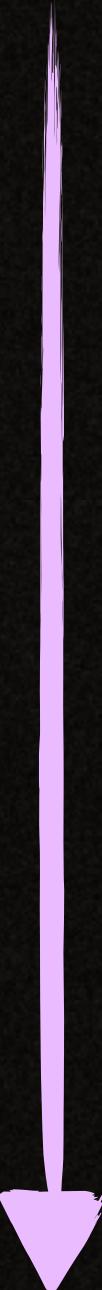
func main() {
    fmt.Println("Hello!")
}
```

STATEMENTS

Statements control the execution flow

```
package main
import "fmt"

func main() {
    fmt.Println("Hello!")
}
```



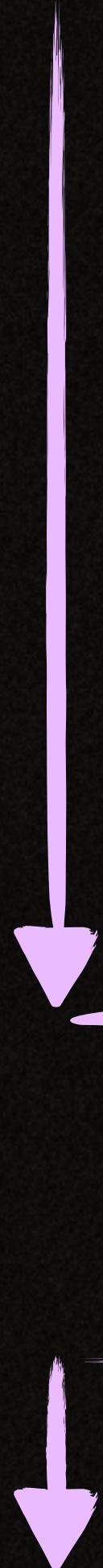
STATEMENTS

Statements control the execution flow. Look at how if statement changes the execution.

```
package main
import "fmt"

func main() {
    fmt.Println("Hello!")

    if 5 > 1 {
        fmt.Println("bigger")
    }
}
```



STATEMENTS

Now, there are two *statements*: both are `fmt.Println` function calls.

```
package main
import "fmt"

func main() {
    fmt.Println("Hello")
    fmt.Println("World!")
}
```

STATEMENTS

*Go adds a **semicolon** between statements, behind the scenes.*

```
package main
import "fmt"

func main() {
    fmt.Println("Hello"); fmt.Println("World!")
}
```



There are still two statements here

EXPRESSIONS

computes one or multiple values

expressions should be used **with** or **within** a *statement*

some statements like func calls can also act like expressions

EXPRESSIONS

Expressions calculate (evaluate) and return one or more values (multiple).

```
package main
import "fmt"

func main() {
    fmt.Println("Hello!")
}
```

EXPRESSIONS

*There's **only one expression here: "Hello!" string literal.***

```
package main
import "fmt"

func main() {
    fmt.Println("Hello!")
}
```

EXPRESSIONS

*Operators allow you to **combine** expressions.*

```
package main
import "fmt"

func main() {
    fmt.Println("Hello!" + "!")
}
```

"Hello!!"

EXPRESSIONS

*Functions can be used as **expressions** inside statements.*

```
package main
import (
    "fmt"
    "runtime"
)

func main() {
    fmt.Println(runtime.NumCPU())
}
```



EXPRESSIONS

You can use *operators* with function *call expressions*.

```
package main
import (
    "fmt"
    "runtime"
)

func main() {
    fmt.Println(runtime.NumCPU() + 1)
}
```

EXPRESSIONS

*You can use **operators** with function **call expressions**.*

```
package main
import (
    "fmt"
    "runtime"
)

func main() {
    fmt.Println(runtime.NumCPU() + 1)
}
```

COMMENTS

documentation

```
// single line comments
```

```
/*
    multi line comments
    more than single line
*/
```

GO DOC

creates documentation automatically

EXPORTING

allows a **package** to make its **functionalities available** to **other packages**

to **export** a name just make its **first letter** an **uppercase letter**