In this lesson you learned:

* How to use literals in a Go program.
* How to create constants that give names to values.
* The basic types in Go: ints, floats, complexs, and strings.
* The different numeric types and what values they accept.
* How to create variables in Go with a specific type.
* How to read an error in Go.
* How to assign values to variables using =.
* How to create variables in Go with inferred type.
* How to declare multiple variables on a single line.
* The “zero” values for variables that haven’t been assigned a value yet.
* How Go decides the type for “default” int types depending on the architecture of the computer it’s running on.
* How to update values in variables using = and other related operators.

What a lot of concepts! These tools will be very valuable to you along your journey as a programmer. Congratulations!