

An Introduction To Programming In Go

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Abstract

Describing the basics of the Go programming language. This document is more like a resume, a quick reference to everyone that has programmed for some time and wants to introduce fastly to this language, without reading many links to the docs or a book. Some of the information/examples is directly copied from the book [1].

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1 Introduction

Why Go?

2 Basic Types

2.1 Numbers

- Integer
 - uint8 → same as byte
 - uint32
 - uint64
 - int8
 - int16
 - int32 → same as rune
 - int64

Machine dependent → their size is dependent on the type of architecture of the machine -> uint, int, uintptr

Go allows to increment/decrement by a unit using the operator ++/-. The language also enables to increment/decrement using the operator +=/-= .

- Float
 - float32 → single precision
 - float64 → double precision
- Complex
 - complex64
 - complex128

2.2 Strings

Some operations:

- Length → len("Hello world")
- Char. accessing -> "Hello World"[1] → returns 101 instead of e as a character is represented as a byte.
- Concatenation → "Hello " + " world!"

2.3 Booleans

1 bit integer representing true or false.

Operations:

- &&
- ||
- !

3 Other Types

References

- [1] C. Doxsey. *An Introduction to Programming in Go*. CreateSpace Independent Publishing Platform, 2012.