new vs make

new & **make** are built-in functions that help you create values / data

new

Allocates memory for a value but does not initialize it (default zero value is used)

new yields the address (pointer) of the allocated memory

Rarely used (can be used to allocate memory only for basic values)

make

Can be used on slices, maps and channels – allocates and initializes the values

make yields the created value

Useful for **optimizing** the creation of slices etc.