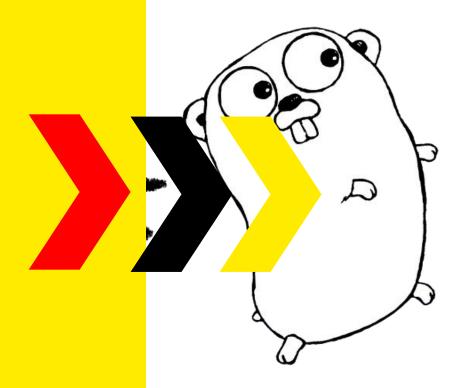
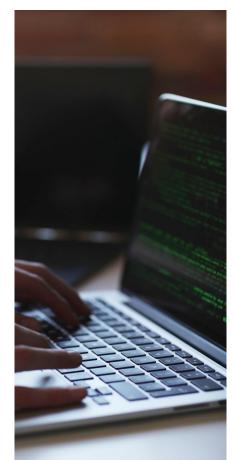


Basic Golang 2











What to Learn?

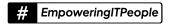




Basic Golang

- 1. Selection
- 2. Switch Case





I If Statement

Selection

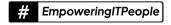


If Else Statement

2

3 Nested If Statement





Selection Types in Go



```
Normal Selection

Short Circuits

if ( conditions ) {
  to do
 }

fmt.Println("Is it true?", a == b)
}

Short If

if n, err := variable; err == nil {
    to do
  }
}
```





Selection -Comparison To Operators



```
fast := speed >= 80
slow := speed < 20

fmt.Printf("going fast? %t\n", f
ast)
fmt.Printf("going slow? %t\n", s
low)</pre>
```





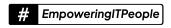


Short Circuits Selection – AND Operator









Short Circuits SelectionOR Operator

```
color := "blue"

fmt.Println("blue colors?",
    color == "blue" || colo
r == "dark blue")
```









Short Circuits Selection – OR Operator

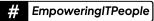


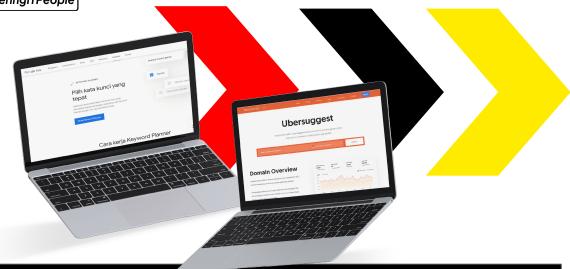
```
color := "blue"

fmt.Println("blue colors?",
    color == "blue" || color == "
dark blue")
```









```
n, err := strconv.Atoi("42")

if err == nil {
    fmt.Println("There was no error, n is", n)
}
```







Switch Case



```
switch angka {
    case 1:
        fmt.Println("1")
    case 2:
        fmt.Println("2")
    default:
        fmt.Println("3")
```







Switch Case



One To One Case

```
switch city {
case "Indonesia":
    fmt.Println("Jakarta")
}
```

Multiple Conditions

```
switch city {
case "Tangerang", "Serang":
   fmt.Println("Jawa")
case "Kalimantan":
   fmt.Println("Kalimantan")
}
```

Default Clause

```
switch city {
  case "Tangerang", "Serang":
     fmt.Println("Jawa")
  case "Kalimantan":
     fmt.Println("Kalimantan")
  default:
     fmt.Println("Tidak dikenal")
}
```

Fallthrough

```
i := 111

switch {
  case i > 100:
      fmt.Print(">100")
      fallthrough
  case i > 0:
      fmt.Print(">0")
      fallthrough
}
```

Short Switch

```
i := 10

switch i := 10; {
  case i > 0:
     fmt.Println("positive")
  case i < 0:
     fmt.Println("negative")
}</pre>
```