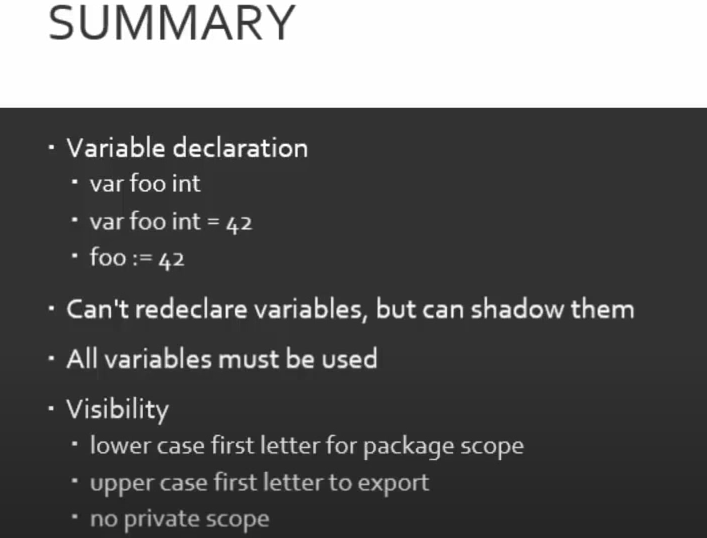
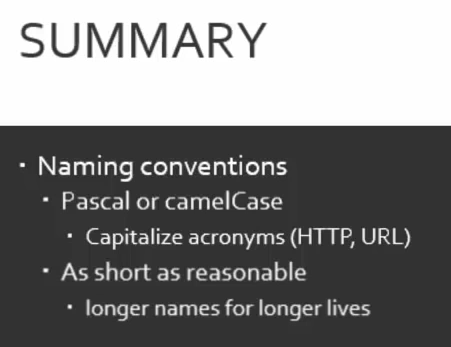
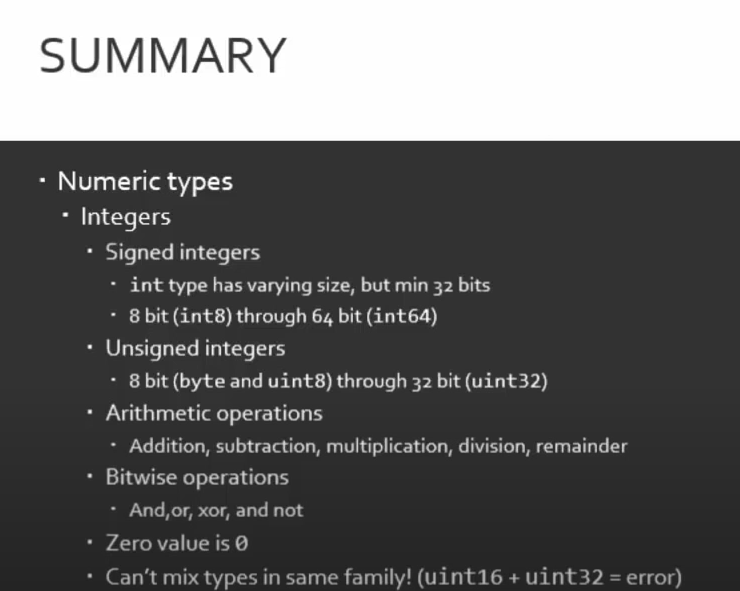
# Go Notes

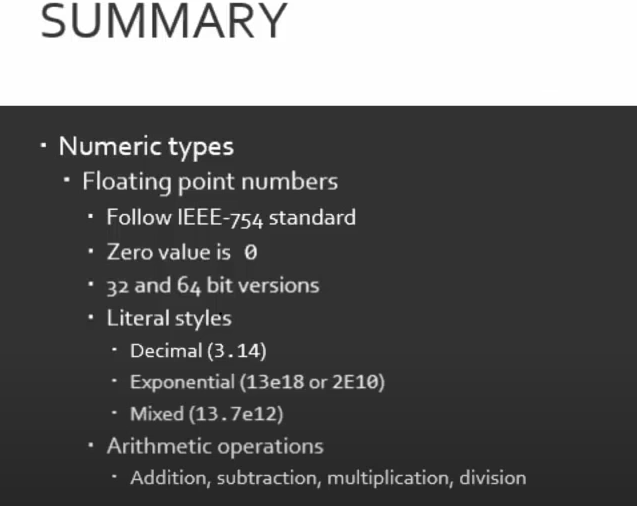
## Variable

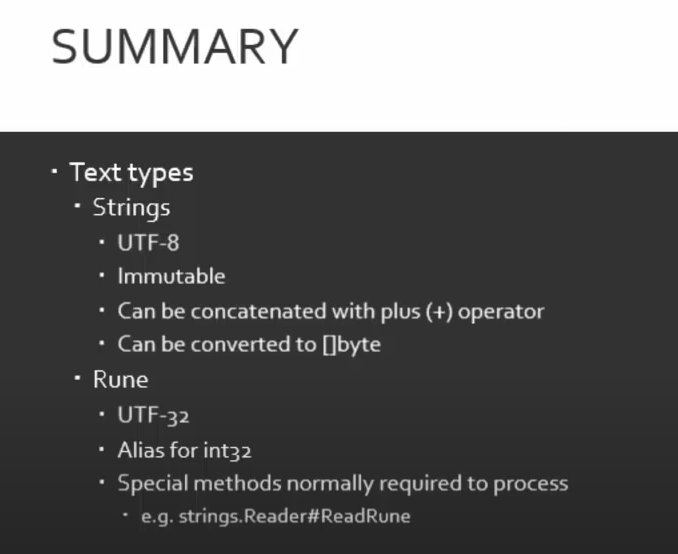




## Primitives

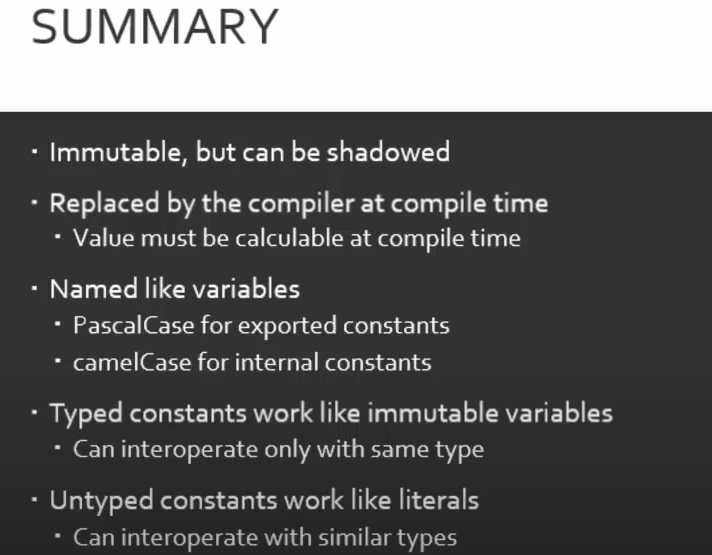


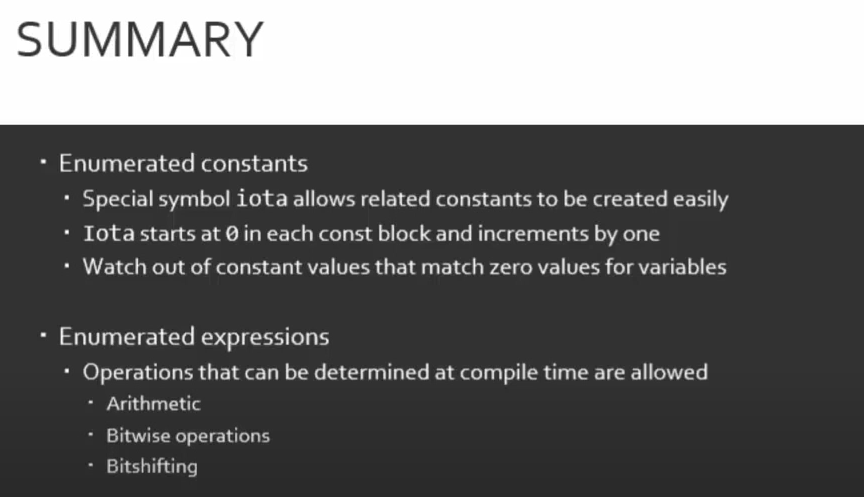




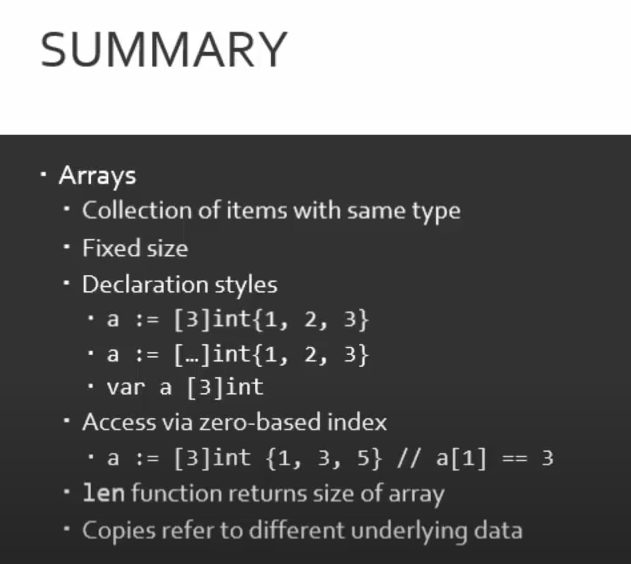
* UTF-8: Variable-width encoding, backwards compatible with ASCII. ASCII characters (U+0000 to U+007F) take 1 byte, code points U+0080 to U+07FF take 2 bytes, code points U+0800 to U+FFFF take 3 bytes, code points U+10000 to U+10FFFF take 4 bytes. Good for English text, not so good for Asian text.
* UTF-16: Variable-width encoding. Code points U+0000 to U+FFFF take 2 bytes, code points U+10000 to U+10FFFF take 4 bytes. Bad for English text, good for Asian text.

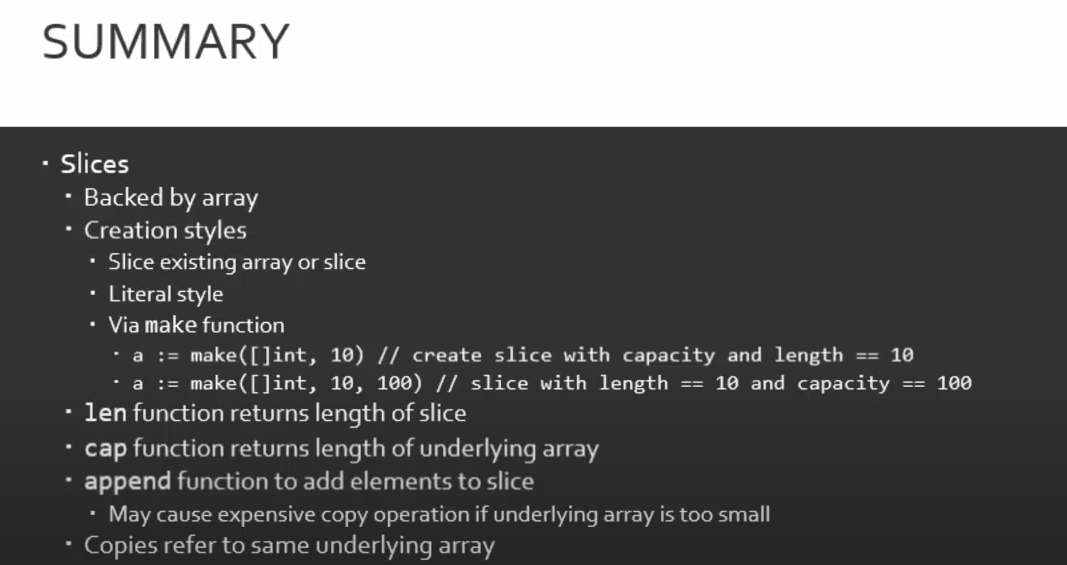
## Constants



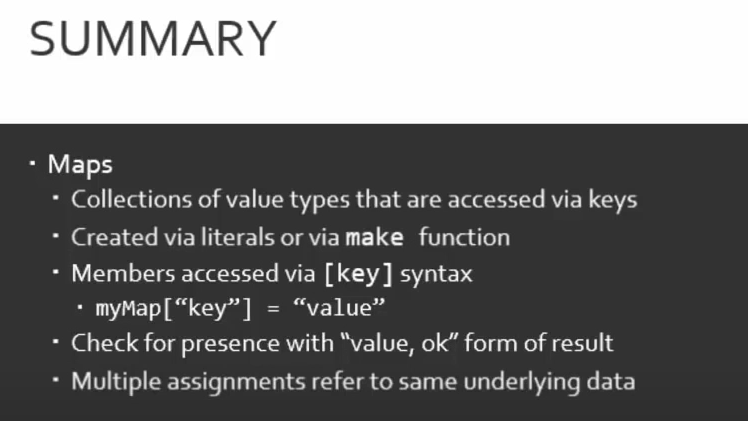


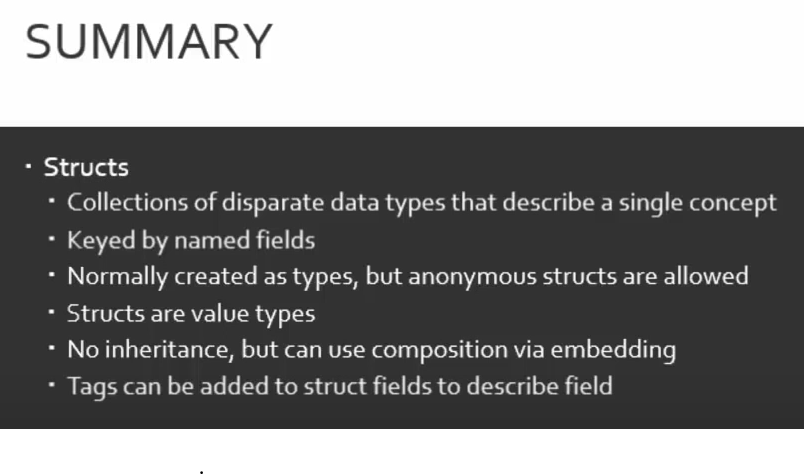
## Arrays & Slice



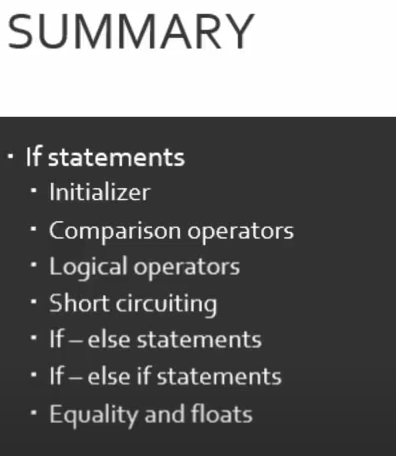


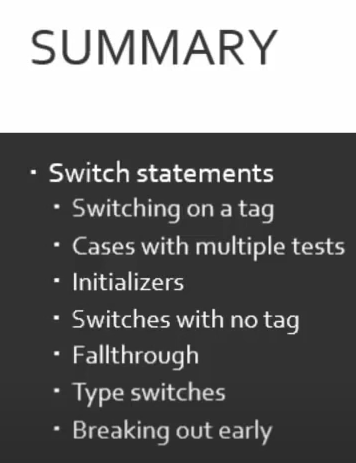
## Maps & Structs



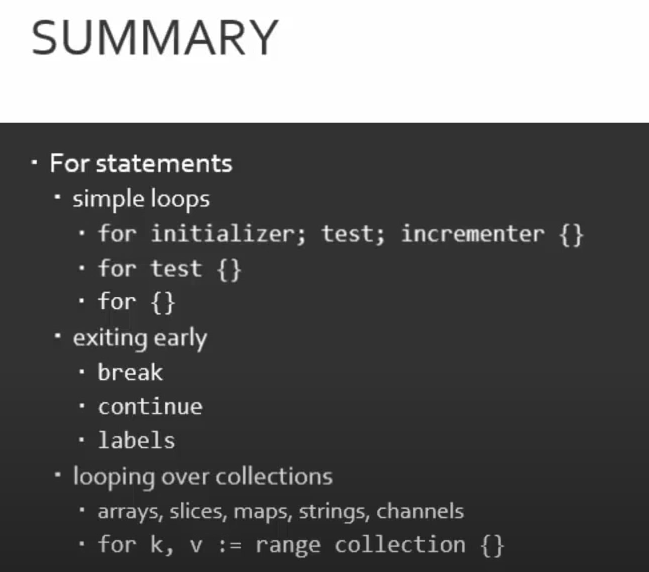


## If Else Switch

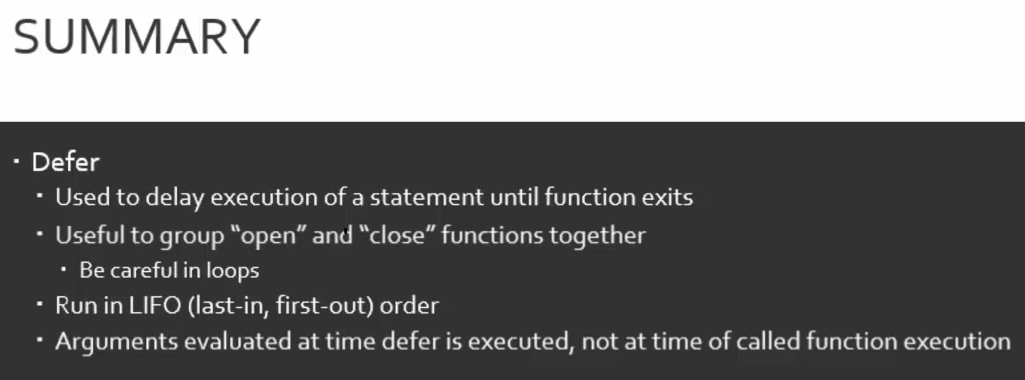


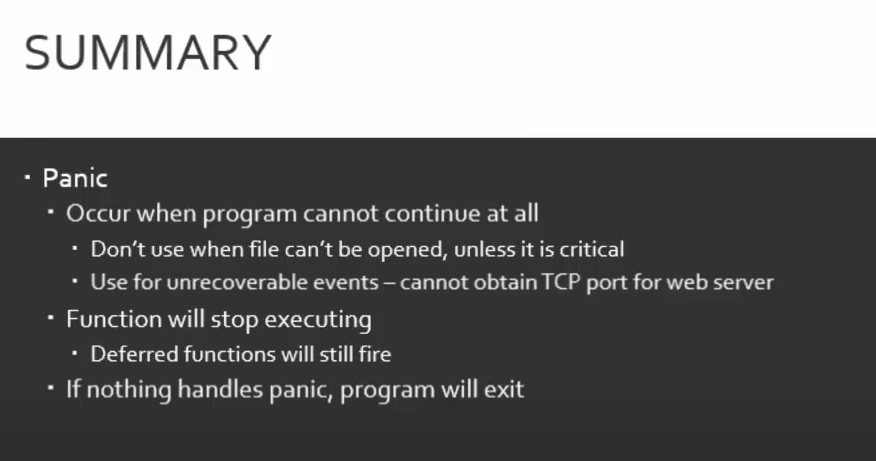


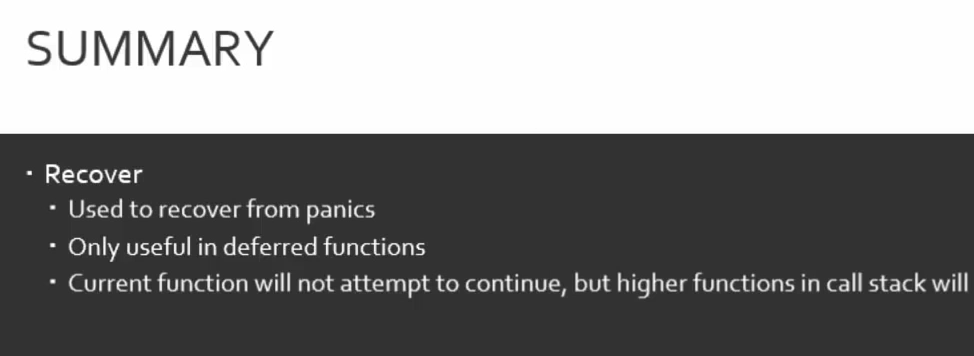
## Loop



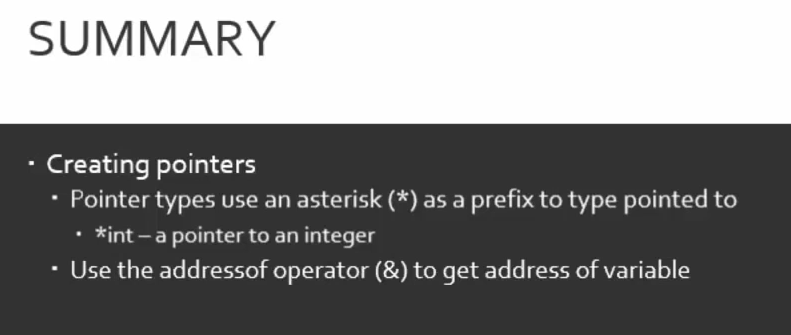
## Defer, Panic and Recover

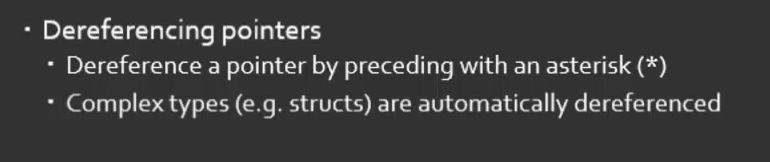


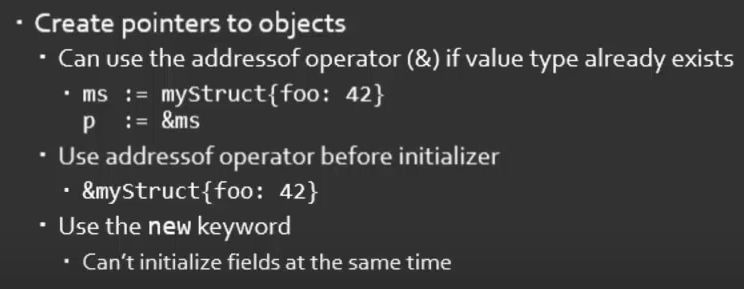


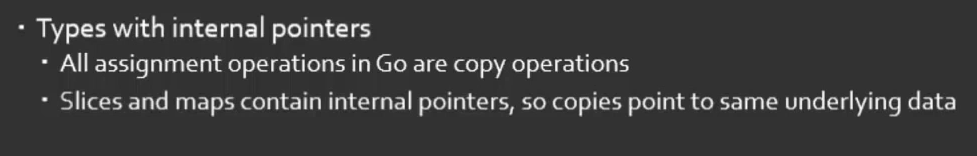


## Pointers

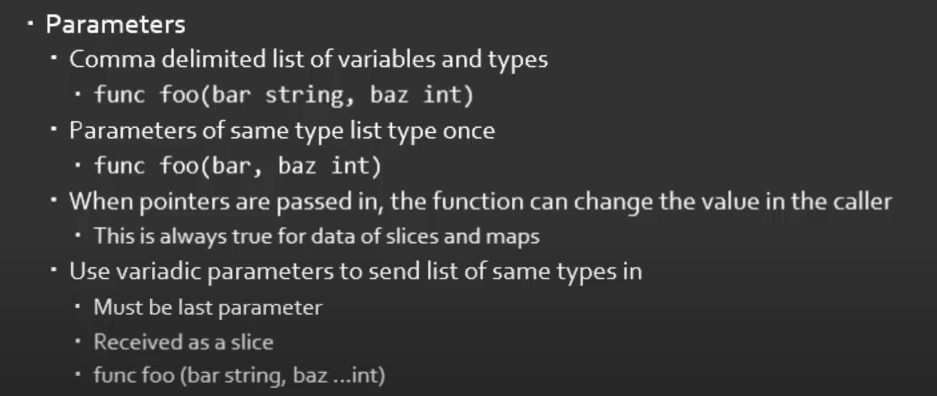


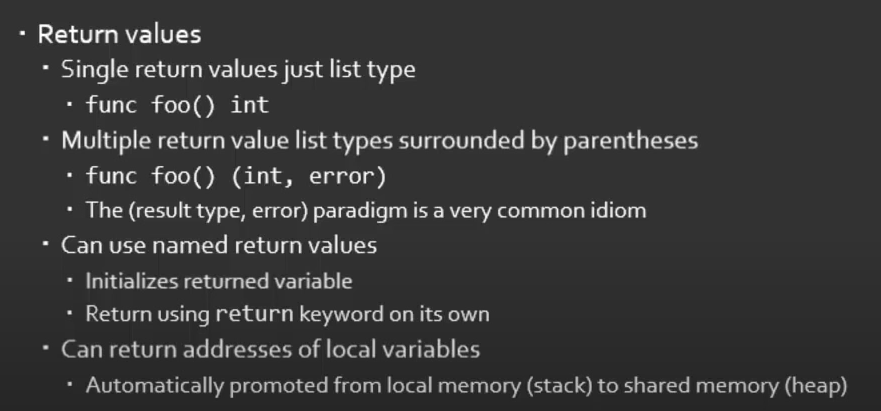


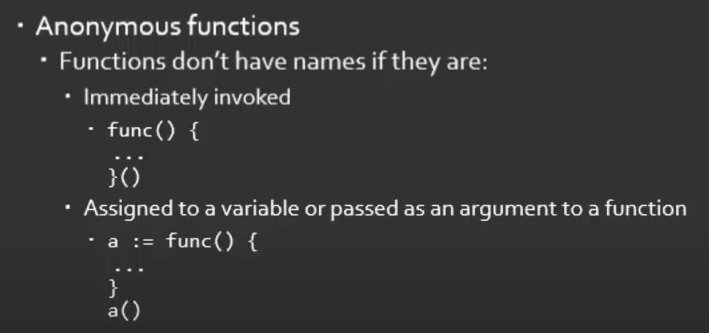


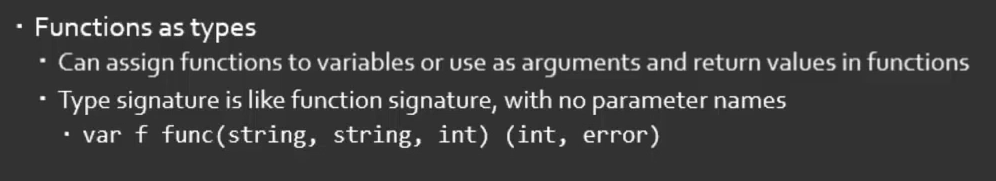


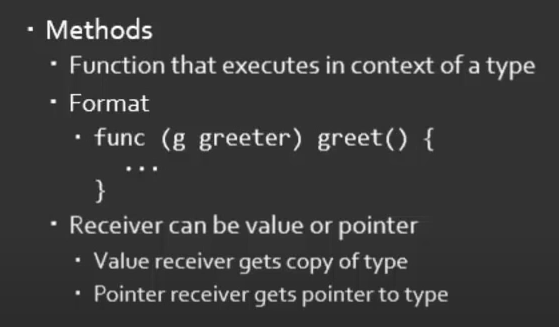
## Functions



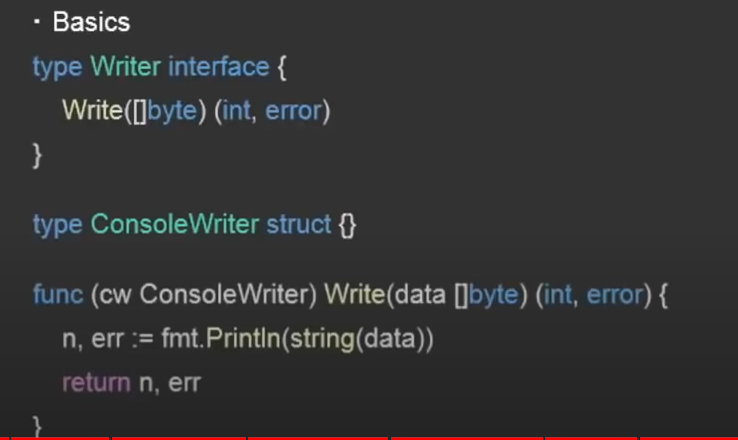


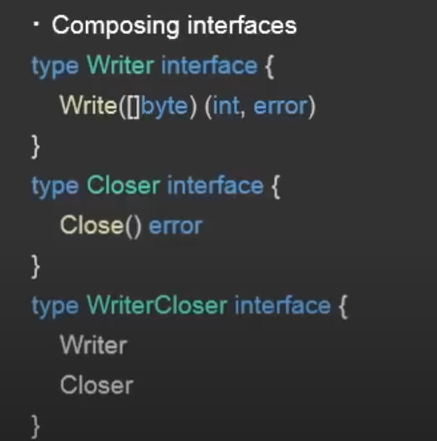


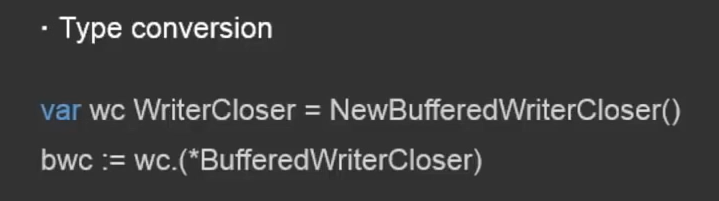


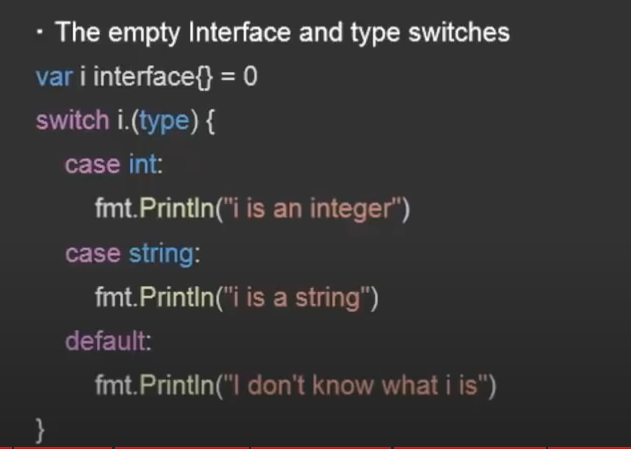


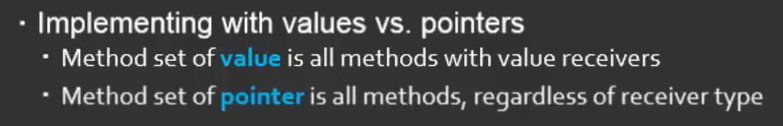
## Interfaces

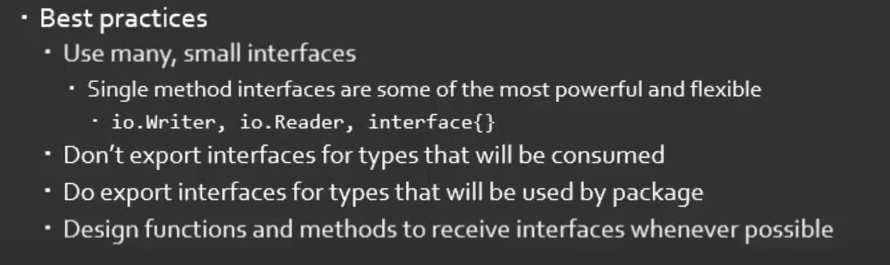




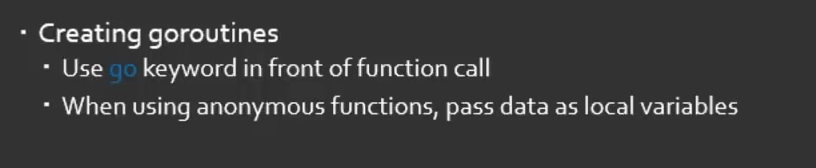


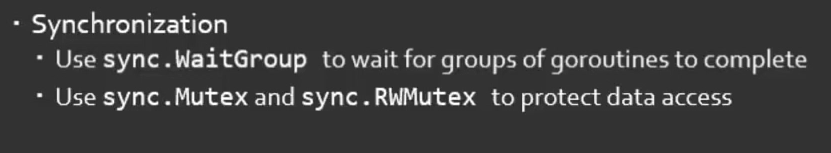


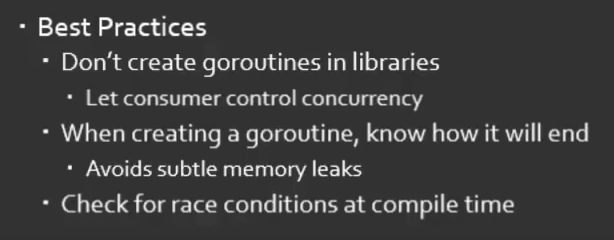
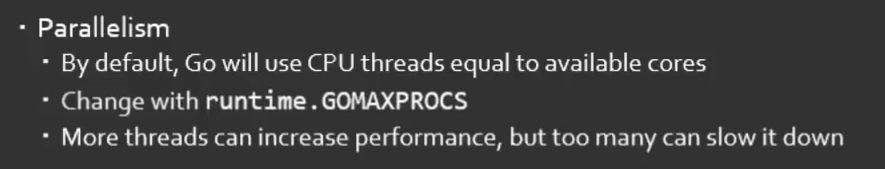




## Go Routines

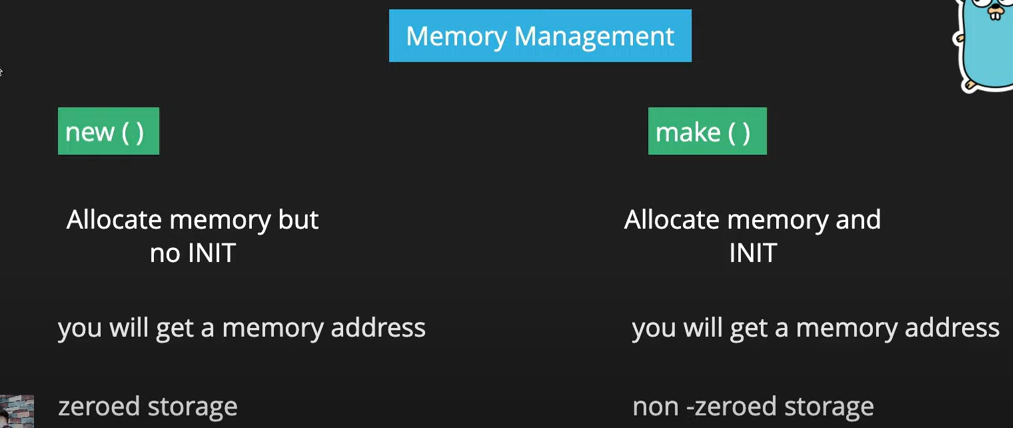






## Channels

## Memory Allocation



https://go.dev/doc/effective\_go#allocation\_new

## Go Routine



## Go Testing

https://www.digitalocean.com/community/tutorials/how-to-write-unit-tests-in-go-using-go-test-and-the-testing-package

https://pkg.go.dev/testing#section-documentation

https://stackoverflow.com/questions/16353016/how-to-go-test-all-tests-in-my-project