

Phase 2: Paradigms of GoLang

Go is an imperative procedural programming language with some support for object-oriented features. It has states (local variables), loops, and return statements which makes it an imperative language. It also relies on functions and thus it is procedural. Go has types and methods and allows an object-oriented style of programming, but there is no type hierarchy. The concept of “interface” in Go is a more general approach than inheritance. Go also has “structs” (similar to the concept of “classes”), and methods can be defined for any sort of data not restricted to structs.

The Go Programming Language Specification (<https://golang.org/ref/spec>)

The Go Programming Language FAQ (<https://golang.org/doc/faq>)