- OPPINT 394 IN binary: hex Using FAT. Printf
- DUSC FAT. Sprintf To String print to a Variable The Number 394 in hex; Then use FAT. Printly To print that variable To Standard output.
- 3) Use fat. Print to print the type of a variable
- (F) Create a variable of type int initialized to its zero volve. Use for. Scan to receive input from the User @ The Termind: Store That input User @ The Termind: Store That input IN The Variable of type int which you created.
- Use State of Notation to Initialize

 2010

 2010

 A Variable To the Value of Type Tune.

 Assign a Tune To The Variable. Print The

 Type of The Variable. Why is it int32?

- Characters

 Characters
- To Create a Variable of Type STring is Use Willy backtick characters to assign a Vaw String literal to the Variable.
- (8) CONVERT a STring to a Slice of types.

 Then print The.
- 9 Print De length et a string
- 10) Access a lunc in a string using an index
- (1) Slice STring
- 12 CONCACNOTE à STING
- (13) Use Atoi : ITOA from STRCONN

- (4) C.NVLT ON INT TO ON FLOAT 64
- 15) C-NUNT ON FlOOTGY TO ON INT
- 16) Convert a Slice of bytes to a String
- (17) Convert a String to a slice of lyres
- (18) Create Your own Type w/ an underlying

 Type of Amempty Interfere. Create a uniable

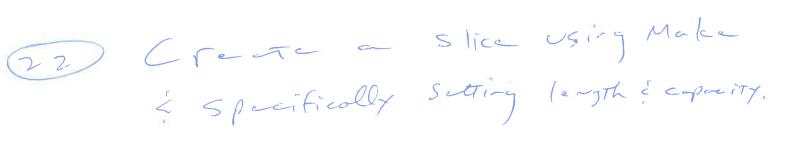
 of the user defined Type You just errord.

 Assign a string to the variable. Use

 Assign to prove the underlying Type is

 Assistion to prove the underlying Type is
 - 19 Create a Slice of INT. Iterate over The Slice Using "Farge": Printing each int.
- (20) Create a Slice of INT. Iterate over
 The Slice using a for loop with and
 INIT, Cand, post expressions. Print each INT.

(21)	Slice	Slice



(23) Append to a slice. Print les & Capacity.

[24] Defete from a slice

25) Create a map That Stores a

Words &

Definitions

(26) update an entry in The Map

21) Delate an entry in the Map

28). Crate a Street to Store

"person" fields of data

- create a Volve of That Type:

Store it in a Variable

- Print the fields in that Variable