Golang Notes

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1 Basics

- Packages
 - Programs start running in package main
 - Can also import packages using the below syntax

```
import (
    "fmt"
    "math/rand"
)
```

- Exported names are **capitalized** (e.g. Pi is exported from the package math)
- Functions
 - Basic Function Syntax

```
func [functionName]([varOneName], [varTwoName] [varOneAndTwoType], [etc]
    return [thing here]
}
```

- * A return statement without arguments will return all named variables
- Variable Declaration
 - Variables can be declared without a type (e.g. var c)
 - Variables that are initialised must have a type (e.g. var i int = 2)
 - Variables can also be declared with the := shorthand (e.g. k := 3)
 - * Variables declared this way have their type inferred
 - * e.g. 42 is an int while 3.142 is a float64
 - Constants cannot be declared with :=
 - Variables declared with types but no values are initialized with zero values (0 for numeric, false for boolean, "" for strings)
 - You can convert between types by using the type as a function (e.g. from int to float64, use float64(i))

2 Flow Control

• For Loop Syntax

```
for [initializer] ; [condition] ; [post statement] {
    [code here]
}
```

- Note the lack of parentheses around the components of the for loop
- The init and post statements are optional (basically making this into a while loop)
- A for loop without a post statement is an infinite loop
- If Syntax

```
if [statement] {
      [code]
} else {
      [more code]
}
```

• Switch Statement Syntax

```
switch [to be checked against] {
    case [case1]:
        [code execution]
    case [case2]:
        [code execution]
    default:
        [code default]
}
```

- Once the code hits a case that succeeds it automatically breaks
- A switch statement without a init is defaulted to be checked against true

• Defer

- Arguments are evaluated immediately but the function is not called until after
- Deferred functions are pushed onto a stack and executed in a last-in-first-out