👉 **%s** prints []**byte** as **string**

👉 **%c** prints a rune as a character

👉 **%x** prints the bytes of a string in hexadecimal notation

👉 **% x** like **%x** but prints the bytes with spaces

👉 for range jumps over the runes in a string

👉 aString[index] returns a **byte**

👉 aString[start:stop] returns a **string**

👉 rune(aString) returns a **rune** slice by putting the runes inside the string

👉 **string**(anInteger) returns a string by utf-8 encoding the integer

👉 byteSlice = append(byteSlice, aString...)

You can append a string to a byte slice

👉 utf8 and unicode packages contain helper functions for working with runes