**Data Types**

Types(data types) represent the type of the value stored in a variable, type of the value a function returns, etc.

There are three basic types in Go.

**Numeric types** - Represent numeric values which includes integer, floating point, and complex values. Various numeric types are:

int8 - 8 bit signed integers.

int16 - 16 bit signed integers.

int32 - 32 bit signed integers.

int64 - 64 bit signed integers.

uint8 - 8 bit unsigned integers.

uint16 - 16 bit unsigned integers.

uint32 - 32 bit unsigned integers.

uint64 - 64 bit unsigned integers.

float32 - 32 bit floating point numbers.

float64 - 64 bit floating point numbers.

complex64 – has float32 real and imaginary parts.

complex128 - has float32 real and imaginary parts.

**String types** - Represents a sequence of bytes(characters). You can do various operations on strings like string concatenation, extracting substring, etc

**Boolean types** - Represents 2 values, either true or false.