**GO Datatypes**

**Boolean** Consists of 2 predefined constants a true b false

**Derived** Arithmetics types, integer types or floating point types

**string** Sequence of byte It is immutable types Not possible to change the type of the string

**numeric** pointer, array, structor, union, function, slice, map, channel

**Datatypes**

It is the way that program can interpret the binary numbers

For ex numbers, letters,

Go uses type interferance to determine what type of data it is working with

**Signed integer**

int8 -128 to 127

int16 -32768 to 32767

int                 //int and int32 both are 32 bit by default

int32

int64

**Unsigned integers**

uint8 0 to 255

uint16 0 to 65535

uint                             //uint and uint32 both are same

uint32

uint64

byte 0 to 255

uintptr 0 to ptr size

**Other datatypes**

float32

float64

complex64

complex128

bool       true or false

**Hello world in go**

Package main           /\* package declaration \*/

Import “fmt”                /\* preprocessor  8/

Func main()

{

fmt.Println(“Hello world”)

}