

Constants

This lesson explains how to declare const type variables.

WE'LL COVER THE FOLLOWING ^

- Declaration
- Example

Declaration

Constants are declared like variables, but with the `const` keyword.

Constants can only be a **character**, **string**, **boolean**, or **numeric values** and cannot be declared using the `:=` syntax. An *untyped* constant takes the type needed by its context.

Environment Variables ^

Key:	Value:
GOPATH	/go

```
const Pi = 3.14
const (
    StatusOK           = 200
    StatusCreated      = 201
    StatusAccepted     = 202
    StatusNonAuthoritativeInfo = 203
    StatusNoContent    = 204
    StatusResetContent = 205
    StatusPartialContent = 206
)
```



Let's take a look at an example below demonstrating this concept.

Example

Environment Variables ^

Key:

Value:

GOPATH

/go

```
package main
import "fmt"

const (
    Pi    = 3.14
    Truth = false
    Big   = 1 << 62
    Small = Big >> 61
)

func main() {
    const Greeting = "ハロ-ワールド" //declaring a constant
    fmt.Println(Greeting)
    fmt.Println(Pi)
    fmt.Println(Truth)
    fmt.Println(Big)
}
```



Note: The *left-shift operator* (<<) shifts its first operand left by the number of **bits** specified by its *second operand*. The type of the *second operand* **must** be an **int** or a type that has a predefined implicit numeric conversion to **int**. The *right-shift operator* (>>) shifts its *first operand* right by the number of **bits** specified by its *second operand*.

Now that you know how to declare constants from the above examples. Let's move on and read about printing constants/variables.