**ˇBasic syntax**

|  |  |  |
| --- | --- | --- |
| *// All files start with a package declaration*  **package** main  *// Import statements, one package on each line*  **import** (  **"errors"**  **"fmt"**  )  *// Main method will be called when the Go executable is run*  **func** main() {  fmt.Println(**"Hello world!"**)  basic()  add(1, 2)  divide(3, 4)  loops()  slices()  maps()  sharks()  }  *// Function declaration*  **func** basic() {  *// Declare x as a variable, initialized to 0*  **var** x int  *// Declare y as a variable, initialized to 2*  **var** y int = 2  *// Declare z as a variable, initialized to 4*  *// This syntax can only be used in a function*  z := 4  *// Assign values to variables*  x = 1  y = 2  z = x + 2 \* y + 3  *// Print the variables; just use %v for most types*  fmt.Printf(**"x = %v, y = %v, z = %v\n"**, x, y, z)  }  *// Function declaration; takes in 2 ints and outputs an int*  **func** add(x, y int) int {  **return** x + y  } |  | *// Function that returns two things; error is nil if successful*  **func** divide(x, y int) (float64, error) {  **if** y == 0 {  **return** 0.0, errors.New(**"Divide by zero"**)  }  *// Cast x and y to float64 before dividing*  **return** float64(x) / float64(y), nil  }  **func** loops() {  *// For loop*  **for** i := 0; i < 10; i++ {  fmt.Print(**"."**)  }  *// While loop*  sum := 1  **for** sum < 1000 {  sum \*= 2  }  fmt.Printf(**"The sum is %v\n"**, sum)  }  **func** slices() {  slice := []int{1, 2, 3, 4, 5, 6, 7, 8}  fmt.Println(slice)  fmt.Println(slice[2:5]) *// 3, 4, 5*  fmt.Println(slice[5:]) *// 6, 7, 8*  fmt.Println(slice[:3]) *// 1, 2, 3*  slice2 := make([]string, 3)  slice2[0] = **"tic"**  slice2[1] = **"tac"**  slice2[2] = **"toe"**  fmt.Println(slice2)  slice2 = append(slice2, **"tom"**)  slice2 = append(slice2, **"radar"**)  fmt.Println(slice2)  **for** index, value := **range** slice2 {  fmt.Printf(**"%v: %v\n"**, index, value)  }  fmt.Printf(**"Slice length = %v\n"**, len(slice2))  }  **func** maps() {  myMap := make(**map**[string]int)  myMap[**"yellow"**] = 1  myMap[**"magic"**] = 2  myMap[**"amsterdam"**] = 3  fmt.Println(myMap)  myMap[**"magic"**] = 100  delete(myMap, **"amsterdam"**)  fmt.Println(myMap)  fmt.Printf(**"Map size = %v\n"**, len(myMap))  } |

**Basic syntax**

|  |  |  |
| --- | --- | --- |
| *// Object oriented programming*  *// Convention: capitalize first letter of public fields*  **type** Shark **struct** {  Name string  Age int  }  *// Declare a public method*  *// This is called a receiver method*  **func** (s \*Shark) Bite() {  fmt.Printf(**"%v says CHOMP!\n"**, s.Name)  }  *// Because functions in Go are pass by value*  *// (as opposed to pass by reference), receiver*  *// methods generally take in pointers to the*  *// object instead of the object itself.*  **func** (s \*Shark) ChangeName(newName string) {  s.Name = newName  }  *// Receiver methods can take in other objects as well*  **func** (s \*Shark) Greet(s2 \*Shark) {  **if** (s.Age < s2.Age) {  fmt.Printf(**"%v says your majesty\n"**, s.Name)  } **else** {  fmt.Printf(**"%v says yo what's up %v\n"**,  s.Name, s2.Name)  }  }  **func** sharks() {  shark1 := Shark{**"Bruce"**, 32}  shark2 := Shark{**"Sharkira"**, 40}  shark1.Bite()  shark1.ChangeName(**"Lee"**)  shark1.Greet(&shark2) *// pass in pointer*  shark2.Greet(&shark1)  } |  | *// Launch n goroutines, each printing a number*  *// Note how the numbers are not printed in order*  **func** goroutines() {  **for** i := 0; i < 10; i++ {  *// Print the number asynchronously*  **go** fmt.Printf(**"Printing %v in a goroutine\n"**, i)  }  *// At this point the numbers may not have been printed yet*  fmt.Println(**"Launched the goroutines"**)  }  *// Channels are a way to pass messages across goroutines*  **func** channels() {  ch := make(**chan** int)  *// Launch a goroutine using an anonymous function*  **go func**() {  i := 1  **for** {  *// This line blocks until someone*  *// consumes from the channel*  ch <- i \* i  i++  }  }()  *// Extract first 10 squared numbers from the channel*  **for** i := 0; i < 10; i++ {  *// This line blocks until someone sends into the channel*  fmt.Printf(**"The next squared number is %v\n"**, <-ch)  }  }  *// Buffered channels are like channels except:*  *// 1. Sending only blocks when the channel is full*  *// 2. Receiving only blocks when the channel is empty*  **func** bufferedChannels() {  ch := make(**chan** int, 3)  ch <- 1  ch <- 2  ch <- 3  *// Buffer is now full; sending any new messages will block*  *// Instead let's just consume from the channel*  **for** i := 0; i < 3; i++ {  fmt.Printf(**"Consuming %v from channel\n"**, <-ch)  }  *// Buffer is now empty; consuming from channel will block*  } |