

WaitGroups

```
func generateRandomNumber(ch chan<- int, id int, wg *sync.WaitGroup) {
    defer wg.Done()
    ran d.S eed (ti me.N ow () .U ni xNano() + int64(id))
    ran dom Number := rand.I ntn (100)
    ch <- random Number
}
func main() {
    var wg sync.W ait Group
    ch := make(chan int, 100)
    run tim e.G OMA XPR OCS(3)
    for i := 1; i <= 100; i++ {
        wg.A dd(1)
        go genera teR and omN umb er(ch, i,
&wg)
    }
    go func() {
        wg.W ait()
        clo se(ch)
    }()
    for random Number := range ch {
        fmt.Pr int ln( ran dom Number)
    }
}
```

Arrays

```
func mean(tab [5]int) (meanVal float64) {
    // for index, value := range collection
    for _, value := range tab {
        mea nVal+= (float 64) (value)
    }
    meanVal /= (float 64) (le n(tab))
    return
}
func main() {
    var table = [5]int{3, 4, 8, 9, 2}
    m := mean(t able) // pass by value
    fmt.Pr int f("r esult= %f\n", m)
```

Arrays (cont)

```
> }
```

Maps

```
func main() {
    m := make(m ap[ str ing ]int)
    m["k 1"] = 7
    m["k 2"] = 13
    fmt.Pr int ln( " map :", m) //map:
    map[k1:7 k2:13]
    v1 := m["k 1"]
    fmt.Pr int ln( " v1: ", v1) //v1: 7
    v3 := m["k 3"]
    fmt.Pr int ln( " v3: ", v3) //v3: 0
    fmt.Pr int ln( " len :", len(m)) //len: 2
    del ete(m, " k2")
    fmt.Pr int ln( " map :", m) //map:
    map[k1:7]
    _, prs := m["k 2"] //second return val to
    see if key is present
    fmt.Pr int ln( " prs :", prs) //prs: false
    n := map[st rin g]i nt{ " foo ": 1, " -bar ": 2}
    fmt.Pr int ln( " map :", n) //map:
    map[bar:2 foo:1]
}
```

Method

```
func (pt *Point) norm() float64 {
    return math.S qrt (pt.x*x + pt.y*y)
}
```

Range

```
for i, num := range nums {
    fmt.Pr int ln( " index: ", i, " num: ", num)
}
```

Range

```
for i, num := range nums {
    fmt.Pr int ln( " index: ", i, " num: ", num)
}
```



By char1010101010

cheatography.com/char1010101010/

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Page 1 of 2.

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iota

```
const (
    ON = iota
    OFF = iota // optional here
    OTHER = iota
)
fmt.Println(ON, OFF, OTHER) // Will print: 0 1 2
```

Functions as Parameters

```
func main() {
    a := Point{ 2.,4.}
    b := Point{ 5.,9.}
    dist := calc(a ,b, Distance)
    fmt.Println("result= ", dist)
    dist = calc(a,b,
        func(p Point, q Point) float64{
            return math.Abs(p.x -q.x )+ math.Abs(p.y -q.y)
        })
    fmt.Println("result= ", dist)
}
```

Pointers and Structs

```
type Point struct {
    x int
    y int
}

func main() {
    pt := Point{8, 1}
    complete(pt)
    fmt.Println("Result= ", pt.x ,
    pt.y)
}

func complete(p *Point) {
    p.x, p.y = -p.y, -p.x
}
```

Slices

```
func main() {
    s := make([]string, 3)
    fmt.Println("emp : ", s) //emp: []
    s[0] = "a"
    s[1] = "b"
    s[2] = "c"
    fmt.Println("set : ", s) //set: [a b c]
    fmt.Println("get : ", s[2]) //get: c
    fmt.Println("len : ", len(s)) //len: 3
    s = append(s, "d")
    s = append(s, "e", "f")
    fmt.Println("apd : ", s) //apd: [a b c
    d e f]
    c := make([]string, len(s))
    copy(c, s)
    fmt.Println("cpy : ", c) //cpy: [a b c
    d e f]
    l := s[2:5]
    fmt.Println("s11 : ", l) //s11: [c d e]
    l = s[:5]
    fmt.Println("s12 : ", l) //s12: [a b c
    d e]
    l = s[2:]
    fmt.Println("s13 : ", l) //s13: [c d e
    f]
    t := []string{ "g", "h", "i" }
    fmt.Println("dcl : ", t) //dcl: [g h i]
    twoD := make([][]int, 3)
    for i := 0; i < 3; i++ {
        innerLen := i + 1
        twoD[i] = make([]int, innerLen)
        for j := 0; j < innerLen; j++ {
            twoD[i][j] = i + j
        }
    }
    fmt.Println("2d: ", twoD) //2d: [[0] [1
    2] [2 3 4]]
}
```



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Page 2 of 2.

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