

Golang

Types

- int, int8, int16, int32
- byte, uint, uint16, uint32, uint64
- float32, float64
- complex, complex64, complex128
- bool
- String
- pointers

Les variables et fonctions en Go

```
package main
import (
    "fmt"
    //"sync", etc
)
const pi = 3.1416 // declaration
du type optionnel: const pi
float= 3.1416
var x int = 5 //variable globale
func main() {
    var ( // declaration en groupe
    a float64 = 8.8
    b flat 64
    )
    b= fonction(a)
    fmt.Printf("valeur: %f", b)
}
func fonction(z float64) float32
{
    u := 3.3 //declaration initia-
lisee
    return u*z
}
```

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