

String and slice of bytes

<code>%s</code>	the uninterpreted bytes of the string or slice
<code>%q</code>	a double-quoted string safely escaped with Go syntax
<code>%x</code>	base 16, lower-case, two characters per byte
<code>%X</code>	base 16, upper-case, two characters per byte

General

<code>%v</code>	The value in a default format. When printing structs, the plus flag (<code>%+v</code>) adds field names.
<code> %#v</code>	a Go-syntax representation of the value
<code>%T</code>	a Go-syntax representation of the type of the value
<code>%%</code>	a literal percent sign; consumes no value

The default format for %v

<code>bool:</code>	<code>%t</code>
<code>int, int8 etc.:</code>	<code>%d</code>
<code>uint, uint8 etc.:</code>	<code>%d, %x</code> if printed with <code> %#v</code>
<code>float32, complex64, etc.:</code>	<code>%g</code>
<code>string:</code>	<code>%s</code>
<code>chan:</code>	<code>%p</code>
<code>pointer:</code>	<code>%p</code>

Other flags

<code>+</code>	always print a sign for numeric values; guarantee ASCII-only output for <code>%q</code> (<code> %+q</code>).
<code>-</code>	pad with spaces on the right rather than the left (left-justify the field).
<code>#</code>	alternate format: add leading 0 for octal (<code> %#o</code>), 0x for hex (<code> %#x</code>); 0X for hex (<code> %#X</code>); suppress 0x for <code>%p</code> (<code> %#p</code>); for <code>%q</code> , print a raw (backquoted) string if <code>strconv.CanBackquote</code> returns true;
<code>' '</code> (space)	leave a space for elided sign in numbers (<code>% d</code>); put spaces between bytes printing strings or slices in hex (<code>% x, % X</code>).
<code>0</code>	pad with leading zeros rather than spaces; for numbers, this moves the padding after the sign.

Boolean

<code>%t</code>	the word true or false
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Integer

<code>%b</code>	base 2
<code>%c</code>	the character represented by the corresponding Unicode code point
<code>%d</code>	base 10
<code>%o</code>	base 8
<code>%q</code>	a single-quoted character literal safely escaped with Go syntax
<code>%x</code>	base 16, with lower-case letters for a-f
<code>%X</code>	base 16, with upper-case letters for A-F
<code>%U</code>	Unicode format: U+1234; same as "U+%04X"

Floating-point and complex constituents

<code>%b</code>	decimalless scientific notation with exponent a power of two, in the manner of <code>strconv.FormatFloat</code> with the 'b' format, e.g. <code>-123456p-78</code>
<code>%e</code>	scientific notation, e.g. <code>-1.234456e+78</code>
<code>%E</code>	scientific notation, e.g. <code>-1.234456E+78</code>
<code>%f</code>	decimal point but no exponent, e.g. <code>123.456</code>
<code>%F</code>	synonym for <code>%f</code>
<code>%g</code>	<code>%e</code> for large exponents, <code>%f</code> otherwise
<code>%G</code>	<code>%E</code> for large exponents, <code>%F</code> otherwise

Floating-point Precision

<code>%f</code>	default width, default precision
<code>%9f</code>	width 9, default precision
<code>%.2f</code>	default width, precision 2
<code>%9.2f</code>	width 9, precision 2
<code>%9.f</code>	width 9, precision 0

Pointer

<code>%p</code>	base 16 notation, with leading 0x
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