

Variables in Go

- A **variable** is a name for a memory location where **a value of a specific type** is stored.
- In Go a variable belongs and it's created **at runtime**.
- A declared variable **must** be used or we get an error!
- **_** is the **blank identifier** and mutes the compile-time error returned by unused variables.

Declaring variables:

1. Using the **var** keyword

```
var x int = 7
```

```
var s1 string
```

```
s1 = "Learning Go!"
```

2. Using the Short Declaration Operator (**:=**)

```
age := 30
```