

# Functions in Go

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- A **function** is a small piece of code that is dedicated to perform a particular task based on some input values.
- Go recommends writing function names in simple word or **camelCase**.
- Within the same package function names must be unique!
- One of Go's features is that functions and methods can return multiple values.
- Go doesn't support function overloading.
- **main()** and **init()** are predefined function names.
- Syntax:

```
func (receiver) name(parameters) (returns) {  
    //code -> function body here  
}
```