

# Constants in Go

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- In Golang, we use the term **constant** to represent fixed (unchanging) values.
- We use constants **to avoid possible errors** (variables that change when they shouldn't) or to replace a value only in one place instead of in many places
- All basic literals (1, 3.4, "hello", true) are in fact **unnamed constants**.
- **A constant belongs to compile time** and it's created at compile time. It's value can not be changed while the program is running.
- Another advantage of using constants is that Go can not detect runtime errors at compile-time but constants belong to compile time so errors can be detected earlier
- You can declare constants that store numbers, strings or booleans.