

# Structs in Go

---

- A **struct** is a sequence of **named elements**, called **fields**. Each of them has a name and a type.
- If you are familiar with OOP from other languages **you can think of a struct as of a class**. The struct fields are like the instance attributes we define in OOP.
- Unlike traditional Object-Oriented Programming, Go does not have a class-object architecture. Rather we have structs which hold complex data structures.
- **A structs is nothing more that a schema containing a blueprint of data a structure will hold. This blueprint is fixed at compile time.** It's not allowed to change the name or the type of the fields at runtime. You can't add or remove fields from a struct at runtime.