

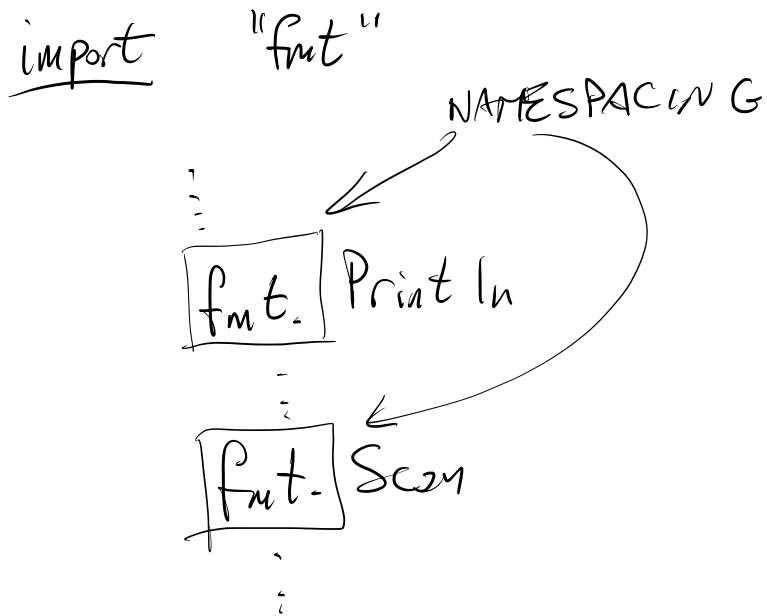
package main

DIRECTIVE DI
IMPORTAZ. ←

func main() {

CORPO DELLA
FUNZIONE
MAIN

}



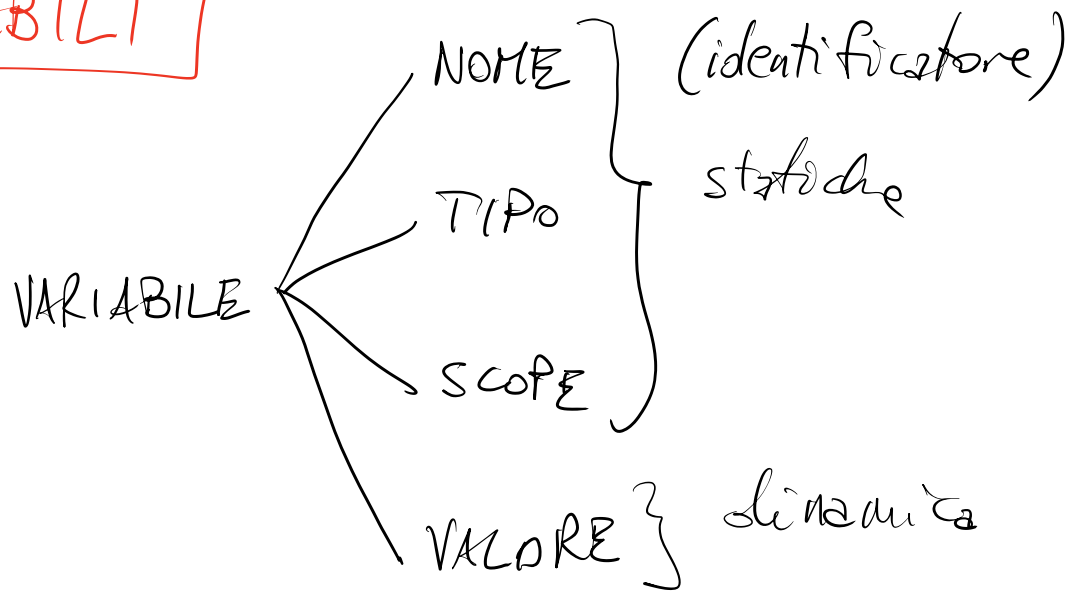
<u>import</u>	"fmt"	fmt.
<u>import</u>	"bufio"	bufio.
<u>import</u>	"math"	math.
<u>import</u>	"math/rand"	rand.

```

import (
    "fmt"
    "bufio"
    "math"
    "math/rand"
)

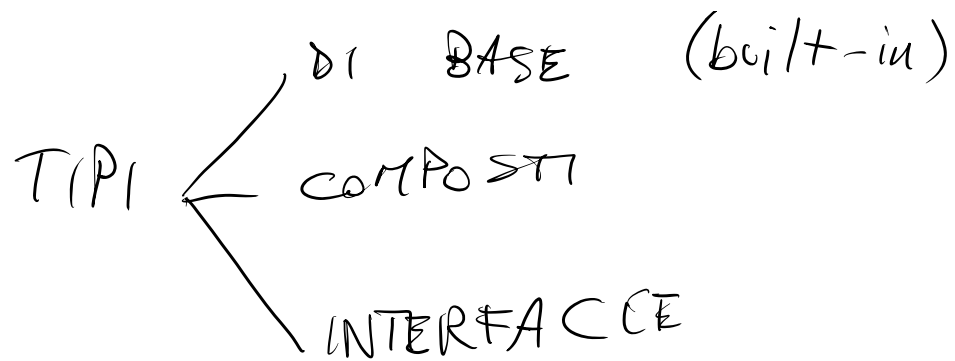
```

VARIABILI

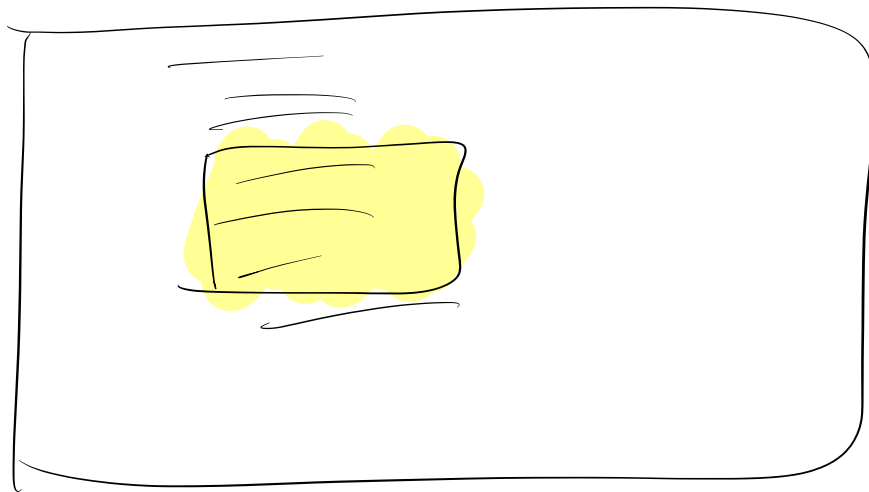


statico = noto a tempo di
Compilazione
dinamico = noto durante l'esecuzione

TIPO = - che dati la
variabile può contenere
- in quali operazioni
la variabile può essere
coinvolta



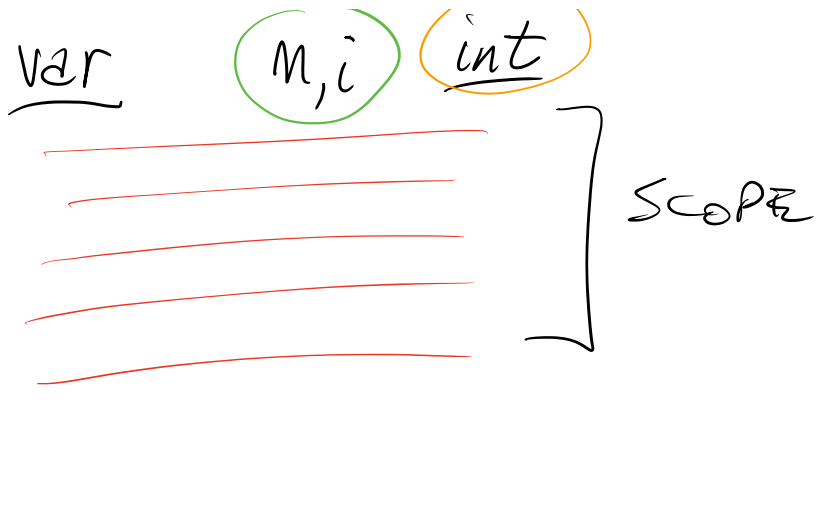
SCOPE = zona del programma
in cui la variabile
è visibile



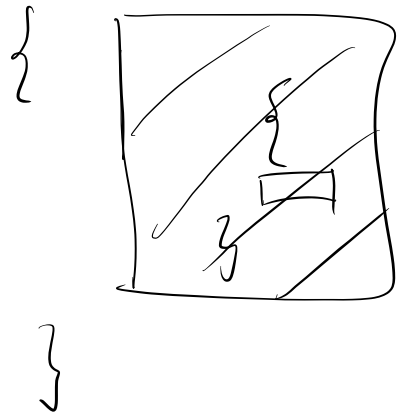
DI CHIARAZIONE
DI
VARIABILE

Nome

TIPO



Blocco



SINTASSI DI DICHIARAZIONE

var

elenco di nomi (separ.)

tipo

FAATTORIZZ.

var

(
nomi

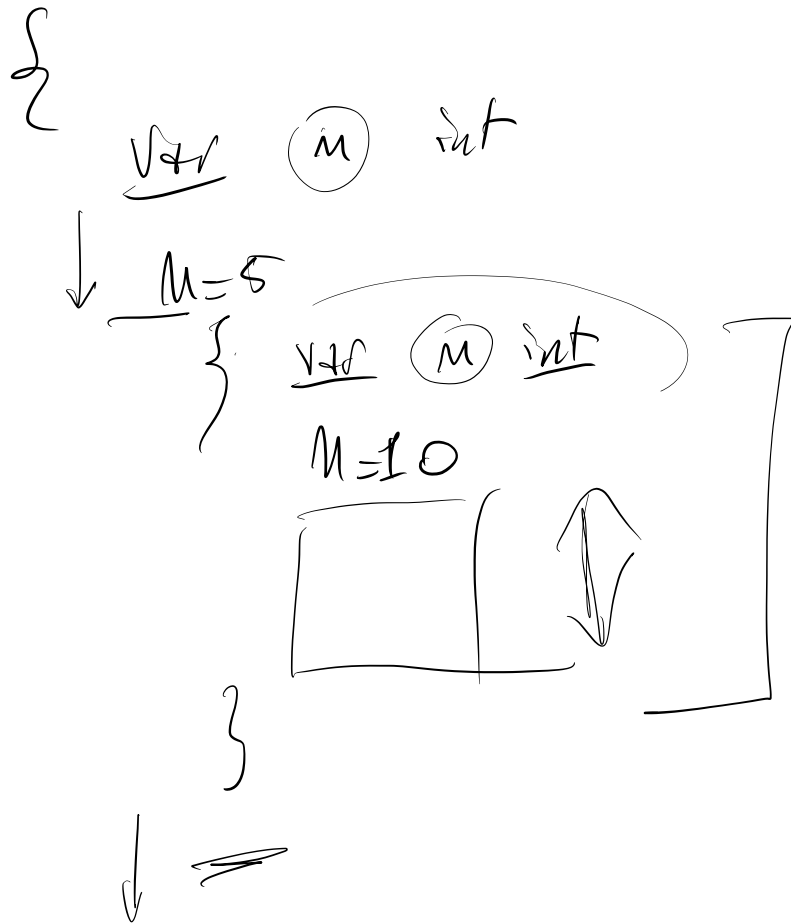
tipo

nomi

tipo

⋮

)

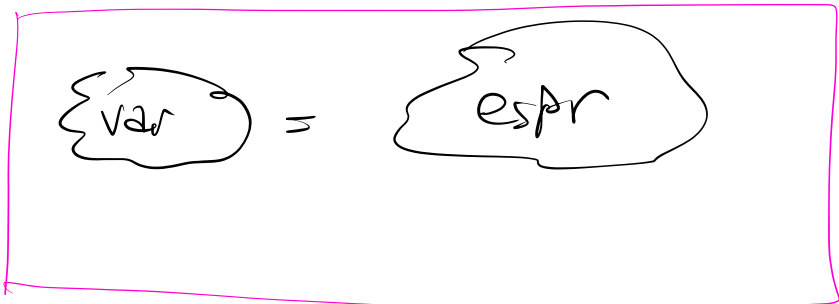


VALORE ZERO

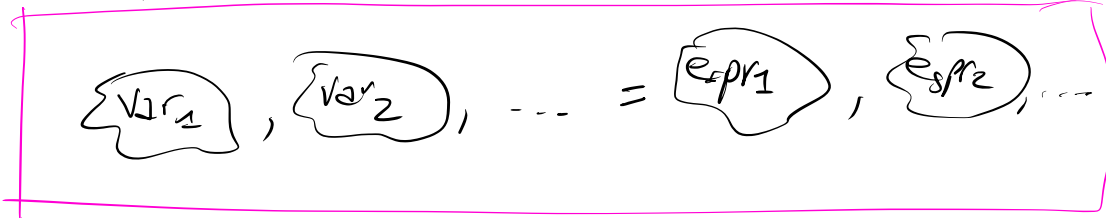
- Ogni tipo ha associato un valore detto "zero"

$\left[\begin{array}{l} \text{Var} \quad \text{in} \quad \text{int} \\ \text{Print} \quad \text{Print}(\text{in}(\text{m})) \end{array} \right.$

ASSEGNAMENTO



$y = x + 1$ ←
 ~~$x + 1 = y$~~



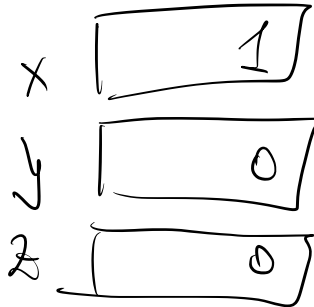
int

Z

var x, y, z int

→ x = 1

fun. Println(x, y, z)



x 11
y 10
z 3

Var x, y, z int

$$x = 1$$

$$y = x + 2 * z + x$$

$$x = y + x$$

$$z = x + 2 * y + x$$

$$x, y = z, x$$

$$y, z, x = x, y, z + 1$$

fmt. Println (x, y, z)

$$x, y = y, x$$

x 10

y 3

~~$$x = y$$~~
~~$$y = x$$~~

$$x = x + 1$$

"incremento"

x 8

$x++$

$$x = x - 1$$

"decremento"

x 8

$x--$

OPERATORI int

+ (binario e unario)
- (" " ")
*
/

/ (divisione intera)
% (resto della divisione)

$$y = -x$$

$$y = +x$$

$$y = x / 2$$

$$x \boxed{7}$$

$$y \boxed{3}$$

$$y = x / 7$$

$$x \boxed{30}$$

$$z = x / 7$$

$$y \boxed{4}$$

$$z \boxed{2}$$

$$y = x / 10$$

$$x \boxed{1372}$$

$$y \boxed{2}$$

$$y = x^2$$

SHORT ASSIGNMENT

var y int
X := y + 1

y := 0

x := y + 1

x := 3

y := x / 2