

The Go Programming Language

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Go Programming Language For Dummies
Golang Mini Reference
Let Us Go!
The Art of Go - Basics
GO Programming in easy steps
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Go Programming in Easy Steps
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The Go Programming Language Phrasebook
Learning Go Programming

Introduction to Google's Go Programming Language The Go Programming Language Guide Go Design Patterns Modern Web

Development with Go The Go Programming Language Go Programming Language Go Programming in Easy Steps *Brian W.*

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the go programming language is the authoritative resource for any programmer who wants to learn go it shows how to write clear and idiomatic go to solve real world problems the book does not assume prior knowledge of go nor experience with any specific language so you ll find it accessible whether you re most comfortable with javascript ruby python java or c the first chapter is a tutorial on the basic concepts of go introduced through programs for file i o and text processing simple graphics and web clients and servers early chapters cover the structural elements of go programs syntax control flow data types and the organization of a program into packages files and functions the examples illustrate many packages from the standard library and show how to create new ones of your own later chapters explain the package mechanism in more detail and how to build test and maintain projects using the go tool the chapters on methods and interfaces introduce go s unconventional approach to object oriented programming in which methods can be declared on any type and interfaces are implicitly satisfied they explain the key principles of encapsulation composition and substitutability using realistic examples two chapters on concurrency present in depth approaches to this increasingly important topic the first which

covers the basic mechanisms of goroutines and channels illustrates the style known as communicating sequential processes for which go is renowned the second covers more traditional aspects of concurrency with shared variables these chapters provide a solid foundation for programmers encountering concurrency for the first time the final two chapters explore lower level features of go one covers the art of metaprogramming using reflection the other shows how to use the unsafe package to step outside the type system for special situations and how to use the cgo tool to create go bindings for c libraries the book features hundreds of interesting and practical examples of well written go code that cover the whole language its most important packages and a wide range of applications each chapter has exercises to test your understanding and explore extensions and alternatives source code is freely available for download from gopl.io and may be conveniently fetched built and installed using the go get command

you are about to learn how to build simple reliable and efficient software with golang programming language if you are looking to add a programming language to your skillset it makes sense to make golang or simply go your programming language of choice developed by engineers at google you can rest assured that just like google go delivers much more than you can imagine in making the software development process easy efficient reliable scalable fast and simple developed with the idea of resolving the inadequacies that come with c programming language you can be assured that go is just as powerful as the most popular programming languages if not more powerful and won't limit you as to what you can do with a rich standard library dynamic typing capability garbage collection type safety and many other advanced built in types such as key value maps go will amaze you as to what you can

do with it so what makes go programming special compared to programming in other languages how do you get started with go how can you compose reliable applications using go s high power functions how can you create and initialize maps with go and how to effectively use go programming for doing projects if you have any of these and other related questions this book is for you so keep reading as it covers everything about golang from a z using simple language that you will understand and apply with ease inside this book you will learn the basics of go programming language including what it is how it works how it was developed and why you should consider it how to write your first program with go how to write command line arguments find duplicate lines create animated gifs fetch a url and a web page by url using go the ins and outs of go s program structure including go assignment operators the types of declaration and everything about packages and files the basic data types integers floating point numbers complex type numbers booleans interpreted string literals strings with utf 8 characters and constants in go everything you need to know about composite type and numeric constant how to create and initialize maps and important points the ins and outs of struct and parsing templates in golang the ins and outs of functions in golang including how to call a function the different function arguments recursion anonymous functions defer and recover an understanding of methods the different types of embedding and encapsulation some references to help you with go programming and much more even if you ve never come across golang before this book s beginner friendly approach will open your mind to the endless sea of possibilities in the world of go programming it is designed for software programmers with a need to learn go programming from scratch it does not make any assumptions that you have prior knowledge of go or any specific

language so you will find it comprehensive irrespective of your skills level

ready set program with go now is the perfect time to learn the go programming language it s one of the most in demand languages among tech recruiters and developers love its simplicity and power go programming language for dummies is an easy way to add this top job skill to your toolkit written for novice and experienced coders alike this book traverses basic syntax writing functions organizing data building packages and interfacing with apis go or golang as it s also known has proven to be a strong choice for developers creating applications for the cloud based world we live in this book will put you on the path to using the language that s created some of today s leading web applications so you can steer your career where you want to go learn how go works and start writing programs and modules install and implement the most powerful third party go packages use go in conjunction with web services and mysql databases keep your codebase organized and use go to structure data with this book you can join the growing numbers of developers using go to create 21st century solutions step inside to take start writing code that puts data in users hands

learn golang essentials in a weekend go is one of the most powerful and yet the simplest modern programming languages we go through all important features of the modern go programming language as of 1 18 and 1 19 2022 including generics why go go is a simple easy to learn and use beginner friendly high level programming language go is suitable for low level systems programming traditionally done by low level languages like c go is one of the most popular languages in modern services and application

development go is one of the most widely used cli application languages for system administration and network management go is fun although the book is written as a reference you can read it more or less from beginning to end and you should be able to get the overall picture of the go language but not necessarily all the gory details if you have some prior experience with programming in go or other similar c style languages the book covers go toolchain workspaces modules go program execution model packages variable constant declarations builtin types builtin functions structs interfaces generic types functions methods generic functions expressions and statements goroutines the book also includes a bonus chapter on generics for people who are new to programming with the parameterized types generics brings the power of the modern type system to the go programming language you won t be able to program effectively in go without fully utilizing generics moving forward order your copy today and learn go this weekend

this book is a comprehensive guide designed to introduce newcomers to go golang it covers the essential topics that you would need to build a solid foundation in golang including basic syntax data types control structures functions and packages along with the basics of the language you will also learn how to set up a development environment integrate visual studio code and use git and github for version control learn the language through practical hands on interactive exercises using go playground and real world projects in the book you can work through detailed step by step instructions from environment setup to project deployment and easily follow along without prior experience each chapter builds progressively guiding you from writing simple programs to developing a useful cli tool and a basic web service by treating each example as a github project the book ensures you gain experience in project management and

collaborative development topics such as error handling testing and concurrency are covered in depth providing you with the skills needed to write efficient and reliable go code the appendix includes valuable resources like quick reference guides and best practices for go programming this book is an indispensable resource for you in go due to its highly practical hands on approach with detailed step by step instructions comprehensive integration with modern development tools and real world project examples what you ll learn basic go programming concepts like variables data types control structures functions and packages setting up a go development environment and configuring visual studio code for go projects building deploying and maintaining a useful command line interface cli tool in go applying go programming concepts through hands on projects and real world examples who this book is for software architects and engineers students hobbyists educators and trainers

learn golang programming by reading this book go is one of the most popular programming languages created by google go is much simpler than most other modern programming languages such as java or c it is easier to learn it is easier to use and it is more fun to use if you are just starting with programming then go is the perfect language to learn programming with go is a backend programming language and it is different from other popular dynamic languages like python and javascript it requires more discipline it will make you a better programmer once you are comfortable with go you can more easily learn other programming languages the art of go basics starts from the absolute basics and moves on to more advanced topics although it is an introductory book you will gain sufficient knowledge after reading this book that you can venture into a journey of programming in go on your own if you are a

seasoned developer then it will provide a good introduction to idiomatic usages of go in broad contexts who is this book for anyone who wants to know what programming is and how the code is written anyone who has tried to learn programming and given up because it was too hard anyone who has some experience in programming and who wants to learn the go language the art of go basics is organized into a series of small lessons each lesson starts with simple example programs and it emphasizes code reading rather than premature writing you will learn basics of coding and some intricacies of go just by reading each lesson the book includes some optional exercises and it ends with a few final projects the art of go basics covers the following topics as of version go 1.16 among other things the basic structure of go programs basic constructs of the go programming language such as expressions and statements primitive types slices maps and functions go structs interfaces and methods pointers value semantics vs reference semantics value receivers vs pointer receivers concurrent programming with goroutines and channels simple network programming over tcp simple programming using the net standard package go build tools go modules if you are just starting to learn programming then learn go learn programming with go the art of go basics will guide you through your first steps in the wonderful world of programming get this book now and start learning programming in go today

go programming in easy steps has an easy to follow style that will appeal to anyone who wants to begin coding computer programs with google's go programming language the code in the listed steps within the book is color coded making it easier for beginners to grasp you need have no previous knowledge of any computer programming language so it's ideal for the newcomer go programming

in easy steps instructs you how to write code to create your own computer programs it contains separate chapters demonstrating how to store information in data structures how to control program flow using control structures and how to create re usable blocks of code in program functions there are complete step by step example programs that demonstrate each aspect of coding together with screenshots that illustrate the actual output when each program is executed go programming in easy steps begins by explaining how to easily create a programming environment on your own computer so you can quickly begin to create your own working programs by copying the book s examples after demonstrating the essential building blocks of computer programming it describes how to use data abstraction for object oriented programming and demonstrates how to code goroutines and channels for concurrency in your programs

table of contents 1 get started 2 store values 3 perform operations 4 control flow 5 produce functions 6 build structures 7 create arrays 8 harness time 9 manage data 10 handle input 11 employ concurrency 12 request responses

go programming language you may have heard in the last few years about a new programming language that originated from within google called go or golang as a searchable term for search engines through this book we will try to identify this language its advantages disadvantages and what makes it different from others the first chapter of this book will be a verbal lesson only focusing on the points of difference of language with the rest of the languages and is directed to those with some programming background with the rest of the languages but the rest of the lessons will be directed to beginners

this book provides the reader with a comprehensive overview of the new open source programming language go in its first stable and maintained release go 1 from google the language is devised with java c like syntax so as to feel familiar to the bulk of programmers today but go code is much cleaner and simpler to read thus increasing the productivity of developers you will see how go simplifies programming with slices maps structs and interfaces incorporates functional programming makes error handling easy and secure simplifies concurrent and parallel programming with goroutines and channels and you will learn how to make use of gos excellent standard library program go the idiomatic way using patterns and best practices in over 225 working examples and 135 exercises this book focuses on the aspects that the reader needs to take part in the coming software revolution using go

explore software engineering methodologies techniques and best practices in go programming to build easy to maintain software that can effortlessly scale on demand key features apply best practices to produce lean testable and maintainable go code to avoid accumulating technical debt explore go s built in support for concurrency and message passing to build high performance applications scale your go programs across machines and manage their life cycle using kubernetes book descriptionover the last few years go has become one of the favorite languages for building scalable and distributed systems its opinionated design and built in concurrency features make it easy for engineers to author code that efficiently utilizes all available cpu cores this golang book distills industry best practices for writing lean go code that is easy to test and maintain and helps you to explore its practical implementation by creating a multi tier application called links r us from scratch you ll be guided through all the steps involved in designing implementing testing

deploying and scaling an application starting with a monolithic architecture you'll iteratively transform the project into a service oriented architecture soa that supports the efficient out of core processing of large link graphs you'll learn about various cutting edge and advanced software engineering techniques such as building extensible data processing pipelines designing apis using grpc and running distributed graph processing algorithms at scale finally you'll learn how to compile and package your go services using docker and automate their deployment to a kubernetes cluster by the end of this book you'll know how to think like a professional software developer or engineer and write lean and efficient go code what you will learn understand different stages of the software development life cycle and the role of a software engineer create apis using grpc and leverage the middleware offered by the grpc ecosystem discover various approaches to managing package dependencies for your projects build an end to end project from scratch and explore different strategies for scaling it develop a graph processing system and extend it to run in a distributed manner deploy go services on kubernetes and monitor their health using prometheus who this book is for this golang programming book is for medium to advanced users who want to delve deeper into the best practices of using golang to build complex distributed systems effectively knowledge of go programming and the basics of software development is required

the go programming language phrasebook essential go code and idioms for all facets of the development process this guide gives you the code phrases you need to quickly and effectively complete a wide variety of projects with go today's most exciting new programming language tested easy to adapt code examples illuminate every step of go development helping you write highly scalable

concurrent software you'll master go specific idioms for working with strings collections arrays error handling goroutines slices maps channels numbers dates times files networking web apps the runtime and more concise and accessible easy to carry and easy to use ditch all those bulky books for one portable pocket guide flexible and functional packed with more than 100 customizable code snippets quickly create solid go code to solve just about any problem register your book at informit.com register for convenient access to downloads updates and corrections as they become available

deep dive into the essential topics in go programming key features understand the fundamentals of go language its history purpose and success stories learn how to work with variables constants data types operators control structures and functions get familiar and work with the standard golang libraries learn how to create custom packages and third party package installation understand how concurrency is achieved in go with the use of goroutines mutex and channels understand how an error is handled in golang and supported libraries description this book is a unique read for both beginners and developers as it extensively covers topics ranging from fundamentals to advanced topics in go programming basics such as data types control structures and loops in have been explained in depth a detailed description of structs interfaces polymorphism and concurrency will enable you to write professional codes using golang you will get an idea of error data type and how to recover it in golang you will be capable of using standard libraries create custom packages and install third party packages in go creation of functions and invoking them in go have been vividly explained by the end you will be able to write advanced golang code and at the same time develop an application with golang

server
what you will learn
learn how to write codes using control structures and loops in go
get familiar with the type of operators in go
learn how to work with arrays and slices in go
get familiar and work with the functions in go
learn how to implement concurrent programming in go
who this book is for
this book is for anyone who wants to learn the golang programming language
programmers and developers who are currently using golang can use this book as a reference guide
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this book teaches go programming language
go was originally designed at google in 2007
go is a fast and lightweight programming language
it has a quicker compilation time compared to c
c go has automatic garbage collector that frees up memory when it is no longer needed
go is a statically typed language that is errors can be caught at compile time rather than at runtime
go was designed to write programs for networking and cloud based or server side applications
go has cross platform support
property it can be compiled to run on many platforms like windows linux mac and raspberry pi etc
the book is neatly written and includes sufficient number of examples
author of the book uses his years of teaching experience to serve the topics of go programming in a clean and understandable manner

while there are many programming languages available for the developers today very few of them are known for their efficiency and speed the go programming language developed in google in 2007 is one of them with faster compile times and built in concurrency go has become a popular choice for the developers to build fast efficient applications this comprehensive 6 hour course will give you a complete introduction to go starting right from the basics taking you all the way to developing and deploying applications on the cloud you will begin with understanding what go is about and why you should use it you will understand the basics of go programming right from setting up the development environment for go to the basic features like functions and pointers you will also learn about the more advanced go concepts like pipes and routines and how to use them finally you will develop standalone applications in go and also see how you can use go in tandem with the popular programming languages like c java and python during the entire course you will also look at the critical issues that can encounter when actually building go applications and learn ways to tackle them [resource description page](#)

learn idiomatic efficient clean and extensible go design and concurrency patterns by using tdd about this book a highly practical guide filled with numerous examples unleashing the power of design patterns with go discover an introduction of the csp concurrency model by explaining goroutines and channels get a full explanation including comprehensive text and examples of all known go design patterns in go who this book is for the target audience is both beginner and advanced level developers in the go programming language no knowledge of design patterns is expected what you will learn all basic syntax and tools needed to start coding in go

encapsulate the creation of complex objects in an idiomatic way in go create unique instances that cannot be duplicated within a program understand the importance of object encapsulation to provide clarity and maintainability prepare cost effective actions so that different parts of the program aren t affected by expensive tasks deal with channels and goroutines within the go context to build concurrent application in go in an idiomatic way in detail go is a multi paradigm programming language that has built in facilities to create concurrent applications design patterns allow developers to efficiently address common problems faced during developing applications go design patterns will provide readers with a reference point to software design patterns and csp concurrency design patterns to help them build applications in a more idiomatic robust and convenient way in go the book starts with a brief introduction to go programming essentials and quickly moves on to explain the idea behind the creation of design patterns and how they appeared in the 90 s as a common language between developers to solve common tasks in object oriented programming languages you will then learn how to apply the 23 gang of four gof design patterns in go and also learn about csp concurrency patterns the killer feature in go that has helped google develop software to maintain thousands of servers with all of this the book will enable you to understand and apply design patterns in an idiomatic way that will produce concise readable and maintainable software style and approach this book will teach widely used design patterns and best practices with go in a step by step manner the code will have detailed examples to allow programmers to apply design patterns in their day to day coding

build fast scalable web server applications by harnessing the power of solution driven programming with go key features

understanding the core concepts of the go programming language designing and development of modern server applications dealing with different kinds of database management solutions deploying applications with cutting edge technologies monitoring and maintenance of applications with popular tools description in this book we are going to learn how to design develop and deploy server applications using the go programming language in recent years go has become the industrial standard for these kinds of applications so by learning this a lot of good opportunities can be opened in the market all subjects will be covered through various practical examples this book will cover the state of the art technology for the development of applications and follow all industrial standards at the beginning we will do the preparation for development here we will learn the basics of the go programming language the basics of servers how to set up a project with go and how to design software solutions later we will concentrate more on development we will learn how to develop the application designed in the previous chapters how to use different types of databases how to test our application and how to make it secure at the end of the book we will show how to deploy the application and monitor it after deployment after reading this book the readers can independently develop server applications or include themselves in already started projects what will you learn solve common problems with the go programming language be familiar with the terms related to server applications understand the phases in the software development process be able to independently design software solutions and use some best practices be familiar with multiple different database management solutions relational and nosql and be able to predict which best suits their needs learn how to deploy applications understand and know how to apply monitoring and alerting concepts

who this book is for the book is for beginners and experienced developers who want to learn and have a thorough introduction to web development using the go programming language with a lot of practical examples and guidelines on how to install and configure specific tools beginners will easily understand and follow the content covered in this book on the other hand more experienced developers will certainly find some useful tips and tricks

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the go programming language introducing go how to build scalable and reliable programs in september 2007 google started to internally compile multi threaded programming language called go which is often referred to as golang three software designers namely robert grizmer rob pike and ken thompson who were previously working together at inferno systems development projects came together to design golang openbsd plan 9 solaris android linux macos dragonflybsd and a few other operating systems were developed by golang creators the idea of developing golang was to have high performance programs to run on modern distributed systems together with multi core processors go was designed to help solve most of the real world challenges when using google to develop software there are a number of problems to be solved with some of them being high cost of updates uncontrollable dependencies development duplication slow build on programs and many more in this book we aim to gather some of the basic facts

you need to know about go lang our team has compiled every possible small detail or procedure about go lang and we are excited to share with you in the following but not limited topics history of language and its necessity comparison with other languages performance speed convenience basic language description syntax type design interface system syntactic features features of work in the go companies actively using go go development examples spread and prospects development tools examples of using program go rating download your copy of the go programming language by scrolling up and clicking buy now with 1 click button

this guide is an exploration of the go programming language version 1.6 it begins by explaining to the user about the go programming language so that they can learn the purposes for which it can be used as well as where it originated from go 1.6 supports a feature known as concurrent programming in which several tasks can be carried out simultaneously this book guides you on how to fetch urls concurrently in go 1.6 in this case you will learn how to fetch more than one url at the same time in go programming language the http 2 protocol which is now supported in go programming language is explored you will learn how to create a http 2 server in go programming and establish a connection to it from the go client template blocks which are very useful when programming in go programming language have been explored in detail thus you will learn how to work with them the feature known as language matching in go is also examined the process of sorting has been advanced in go 1.6 thus you will learn the new techniques which are employed the following topics are discussed overview fetching urls concurrently http 2 and go template blocks language matching sorting package reflect tools

go programming in easy steps 2nd edition is updated to cover the latest version of golang and first illustrates the golang programming basics with variables operators flow control and functions before moving on to demonstrate object oriented programming oop with golang this book then shows how golang can handle user input plus read and write files on your own system the examples in go programming in easy steps 2nd edition also demonstrate concurrent programming with goroutines for speed finally the book illustrates how to create and interact with a golang web server on your own system go programming in easy steps 2nd edition has an easy to follow style that will appeal to anyone who wants begin programming in golang programmers looking to extend their skillset students who are studying programming at school or college those seeking a career in software development this book makes no assumption that you have previous knowledge of any programming language so is suitable for a beginner or a programming guru

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