

Sela.

GOLE

Go Lang Essentials

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Go Lang Essentials

GOLE - Version: 1

 2 days Course

Description:

Since 2009, Go (aka “GoLang”) programming language has become synonym to a combination of simplicity and high performance.

This course is an introduction to this amazing technology developed and backed-up by Google, with a focus on how to make complex things - simpler and still enjoy highest performance. Starting with the language fundamentals and moving on to highlight labs of Concurrency, Distribution and HTTP. Syllabus:

Fundamentals, About Golang, Go SDK, CLI and IDE, Functions, Variables, Data Structures, Closures, Structs, Interfaces, Pointers and indirection, Serialization, Concurrency Model, GoRoutines, Channels, HTTP, Client, Server, Built-in monitoring, CLI, Hands-on Labs (might vary according to course progress), Web Services, Performance, Distribution.

Intended audience:

?Beginner, Intermediate developers

Prerequisites:

Objectives:

Topics:



▫ Intro

Fundamentals

- Setting up
- Resources?coverage
- Go CLI
- Variables
- Types
- Functions
- Structs
- Methods

Advanced Fundamentals

- Access Control
- Interfaces
- Go-style polymorphism
- Data Structures
- Extending built-in types
- Flow controls
- Exception handling
- Pointers

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▫ Serialization

Concurrency

- Goroutines
- Channels

Http

- Serving
- Consuming
- Monitoring

▫ CLI apps

▫ Performance

▫ Distributed go-system (teaser)