GoLang

Go Language Programming

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GoLang - Version: 1

🕐 2 days Course

Description:

Golang (a.k.a "Go"), first introduced by Google in 2009, is getting more popular among developers as it brings both coding simplicity and amazing performance of a compiled language similar to C/C++.

Intended audience:

Both software and hardware engineers writing code as a regular basis in other languages

Prerequisites:

Basic familiarity with software development is an advantage.

Objectives:

Getting familiar with the main concepts and benefits of Go
Be able to set up a new Go project, and develop it as a team
Getting familiar with the language fundamentals: variables, types, packages, conditions, etc...
Good fundamentals of the concurrency model in Go
Go in Web Development

Topics:

º 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
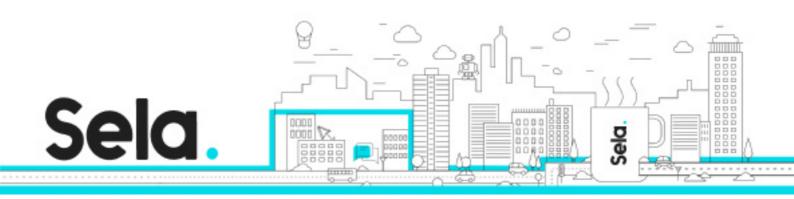
º Serialization

Concurrency

• Goroutines
• Channels

Http

• Serving
• Consuming
• Monitoring

º Hands-on use-cases

º CLI apps

º Performance

º Distributed go-system (teaser)