Book The Go Programming Language

Thank you enormously much for downloading book the go programming language.Maybe you have knowledge that, people have look numerous times for their favorite books subsequent to this book the go programming language, but end in the works in harmful downloads.

Rather than enjoying a good book subsequently a cup of coffee in the afternoon, then again they juggled considering some harmful virus inside their computer. **book the go programming language** is open in our digital library an online entry to it is set as public appropriately you can download it instantly. Our digital library saves in combination countries, allowing you to acquire the most less latency era to download any of our books as soon as this one. Merely said, the book the go programming language is universally compatible subsequent to any devices to read.

Learn Go Programming - Golang Tutorial for Beginners Go Programming Language FREE COURSE Best Golang Books Why Go Is The Best Programming Language To Learn In 2021 Top 5 Resources to Learn to Code in Golang | Getting Started with Go Brian Kernighan: UNIX, C, AWK, AMPL, and Go Programming | Lex Fridman Podcast #109

\"Code\" Books (Prof Brian Kernighan) - Computerphile

The Go Programming Language

Best websites to learn Golang in 2021Web Developer Portfolio Site and Golang in 2021 Best Free Golang Books and Tutorials To Learn Golang Online #golang #template #striversity Simple Example of using Go Template *Golang is TRASH!!! Here's why.* Top 4 Dying Programming Languages of 2019 | by Clever Programmer Rust vs Go (which one should you learn in 2021?) *All About Go* How to Start a Golang Project Right Writing Beautiful Packages in Go *5 Reasons Why Golang is The Best Programming Language to Learn in 2021 (including golang drawbacks)* Rust vs Go - Which is Better and Why? *Programming languages that everyone should learn | George Hotz and Lex Fridman Why You Shouldn't Learn Python In 2021 Learn Go in 12 Minutes* Go Programming Language Golang Date Formatting *GO And MYSQL - 2021 Project 한국어 자막 버전 - Connect Go with Mysql / Build a Book Management System #gomysql How to get started with golang | Go programming language* Go / Golang Crash Course Go Tutorial Basic | Golang Golang REST API With Mux *Book The Go Programming Language*
This book gives you all you need to use Go in ... In recent years, though, few have been as influential as the Go programming language. Originally created at Google to solve system administration ...

Level Up Your Web Apps With Go
Learn Go with test-driven development. Contribute to ehsaniara/learn-go-with-tests development by creating an account on GitHub.

Learn Go with Tests
Start programming in a new language! Use code PROGRAMMING during checkout to save 40% off the list price of books and eBooks, and 60% off the list price of videos*, now through June 1. Sale prices ...

Programming Languages – Get Started!
It started as a programming language ... which include these books about Swift that are available in the Apple Books app: Swift is an open source language that is being adopted at a very rapid ...

Apple's Swift programming language: Cheat sheet
This book is a very well presented, detailed tutorial for using the C and C++ programming languages. Diagrams and flowcharts are used throughout to illustrate important concepts that must be ...

Computer Programming with C++
In addition, the book treats the connection between probabilistic programs and mathematical logic, security (what is the probability that software leaks confidential information?), and presents three ...

Foundations of Probabilistic Programming
Whether you are just starting out with Python or looking for a go-to reference ... Start programming in a new language! Use code PROGRAMMING during checkout to save 40% off the list price of books and ...

Python Programming Books, eBooks, and Video
HITN-TV announced an agreement with Roku to include EDYE's educational entertainment programming in the U.S. and Latin America*. EDYE is the first Spa ...

EDYE is Now Available on the Roku Platform in the U.S. and Latin America
Choose from hundreds of books ... because it is language agnostic (although JavaScript is, by far, the language most commonly used with it). This means it can be used in any programming language ...

A lifetime of knowledge at your fingertips.
TypeScript will only use the "reading" type when considering how two … continue reading The Go programming language is making its way to more enterprises and businesses. The 2020 Go survey ...

Topic: programming languages
Nature Technology editor Jeffrey Perkel talks us through his first steps in coding for some of the journal's editorial projects,

explaining how he used the programming language R to document the ...

Webcast: How to learn to code
South Dakota public school systems are trying to provide additional education to thousands of students who lost ground in learning during the COVID-19 pandemic, but educators and parents face ...

South Dakota struggles to provide summer teaching to help students catch up after COVID-19
The woman, whose name was Diane, was looking for a babysitter for the girl, whose name was Sophie, two mornings a week from 9 a.m. to noon, for $10 an hour. This was in late January 1997, my senior ...

The Richest Babysitter in the World
My heyday in programming ... language is to become fluent in it. The goal is, in my mind at least, to get to the point that you'll be able to read code and logic flow like you'd read a book.

Learn To Program With Literate Programming
ACM, the Association for Computing Machinery, today announced that Chuchu Fan receives the 2020 ACM Doctoral Dissertation Award for her dissertation ''Formal Methods for Safe Autonomy: Data-Driven ...

University of Illinois at Urbana-Champaign graduate receives ACM Doctoral Dissertation Award
As India's software as a service or SaaS companies aim to grow bigger, the old playbook is getting an upgrade.

Hello World | How Indian SaaS is changing as it eyes big enterprise deals
How can parents best help them learn multiple languages? How early should a child learn ... "You can let the kid hold the book, you can let them go backwards in the book, you can let them go all over ...

The best ages for kids to learn to read, speak new languages, and other skills
Two years ago, the Red Lake Boys and Girls Club was on a downward spiral, with membership declining and grant money dwindling. Then, Thomas Barrett landed what he called his "ideal career," as CEO of ...

Red Lake Boys and Girls Club expands and thrives with Thomas Barrett at the helm
McIntosh Memorial Library has teamed up with the Folk Art Collective to offer a variety of programming via Zoom ... consulate gives boxes of Spanish language books and textbooks on general ...

Viroqua library offers Mexican folk art programming

PHILADELPHIA--(BUSINESS WIRE)--Audacy announced today the addition of new weekday programming on the "BetQL ... the 'BetQL Network' to become the go-to destination for the sports betting ...

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 http://gopl.io/ and may be conveniently fetched, built, and installed using the go get command.

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 http://gopl.io/ and may be conveniently fetched, built, and installed using the go get command.

A guide to Go describes how the programming language is structured and provides examples of code that demonstrate every stage of Go development, from creating a simple program to debugging and distributing code.

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.

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 Go's 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.

An insightful guide to learning the Go programming language About This Book Insightful coverage of Go programming syntax, constructs, and idioms to help you understand Go code effectively Push your Go skills, with topics such as, data types, channels, concurrency, object-oriented Go, testing, and network programming Each chapter provides working code samples that are designed to help reader quickly understand respective topic Who This Book Is For If you have prior exposure to programming and are interested in learning the Go programming language, this book is designed for you. It will quickly run you through the basics of programming to let you exploit a number of features offered by Go programming language. What You Will Learn Install and configure the Go development environment to quickly get started with your first program. Use the basic elements of the language including source code structure, variables, constants, and control flow primitives to quickly get started with Go Gain practical insight into the use of Go's type system including basic and composite types such as maps, slices, and structs. Use interface types and techniques such as embedding to create idiomatic object-oriented programs in Go. Develop effective functions that are encapsulated in well-organized package structures with support for error handling and panic recovery. Implement goroutine, channels, and other concurrency primitives to write highly-concurrent and safe Go code Write tested and benchmarked code using Go's built test tools Access OS resources by calling C libraries and interact with program environment at runtime In Detail The Go programming language has firmly established itself as a favorite for building complex and scalable system applications. Go offers a direct and practical approach to programming that let programmers write correct and predictable code using concurrency idioms and a full-featured standard library. This is a step-by-step, practical guide full of real world examples to help you get started with Go in no time at all. We start off by understanding the fundamentals of Go, followed by a detailed description of the Go data types, program structures and Maps. After this, you learn how to use Go concurrency idioms to avoid pitfalls and create programs that are exact in expected behavior. Next, you will be familiarized with the tools and libraries that are available in Go for writing and exercising tests, benchmarking, and code coverage. Finally, you will be able to utilize some of the most important features of GO such as, Network Programming and OS integration to build efficient applications. All the concepts are explained in a crisp and concise manner and by the end of this book; you would be able to create highly efficient programs that you can deploy over cloud. Style and approach The book is written to serve as a reader-friendly step-by-step guide to learning the Go programming language. Each topic is sequentially introduced to build on previous materials covered. Every concept is introduced with easy-to-follow code examples that focus on maximizing the understanding of the topic at hand.

Summary Get Programming with Go introduces you to the powerful Go language without confusing jargon or high-level theory. By working through 32 quick-fire lessons, you'll quickly pick up the basics of the innovative Go programming

language! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go is a small programming language designed by Google to tackle big problems. Large projects mean large teams with people of varying levels of experience. Go offers a small, yet capable, language that can be understood and used by anyone, no matter their experience. About the Book Hobbyists, newcomers, and professionals alike can benefit from a fast, modern language; all you need is the right resource! Get Programming with Go provides a hands-on introduction to Go language fundamentals, serving as a solid foundation for your future programming projects. You'll master Go syntax, work with types and functions, and explore bigger ideas like state and concurrency, with plenty of exercises to lock in what you learn. What's inside Language concepts like slices, interfaces, pointers, and concurrency Seven capstone projects featuring spacefaring gophers, Mars rovers, ciphers, and simulations All examples run in the Go Playground - no installation required! About the Reader This book is for anyone familiar with computer programming, as well as anyone with the desire to learn. About the Author Nathan Youngman organizes the Edmonton Go meetup and is a mentor with Canada Learning Code. Roger Peppé contributes to Go and runs the Newcastle upon Tyne Go meetup. Table of Contents Unit 0 - GETTING STARTED Get ready, get set, Go Unit 1 - IMPERATIVE PROGRAMMING A glorified calculator Loops and branches Variable scope Capstone: Ticket to Mars Unit 2 - TYPES Real numbers Whole numbers Big numbers Multilingual text Converting between types Capstone: The Vigenère cipher Unit 3 - BUILDING BLOCKS Functions Methods First-class functions Capstone: Temperature tables Unit 4 - COLLECTIONS Arrayed in splendor Slices: Windows into arrays A bigger slice The ever-versatile map Capstone: A slice of life Unit 5 - STATE AND BEHAVIOR A little structure Go's got no class Composition and forwarding Interfaces Capstone: Martian animal sanctuary Unit 6 - DOWN THE GOPHER HOLE A few pointers Much ado about nil To err is human Capstone: Sudoku rules Unit 7 - CONCURRENT PROGRAMMING Goroutines and concurrency Concurrent state Capstone: Life on Mars

Build real-world, production-ready solutions in Go using cutting-edge technology and techniques About This Book Get up to date with Go and write code capable of delivering massive world-class scale performance and availability Learn to apply the nuances of the Go language, and get to know the open source community that surrounds it to implement a wide range of start-up quality projects Write interesting and clever but simple code, and learn skills and techniques that are directly transferrable to your own projects Who This Book Is For If you are familiar with Go and are want to put your knowledge to work, then this is the book for you. Go programming knowledge is a must. What You Will Learn Build quirky and fun projects from scratch while exploring patterns, practices, and techniques, as well as a range of different technologies Create websites and data services capable of massive scale using Go's net/http package, exploring RESTful patterns as well as low-latency WebSocket APIs Interact with a variety of remote web services to consume capabilities ranging from authentication and authorization to a fully functioning thesaurus Develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms Build microservices for larger organizations using the Go Kit library Implement a modern document database as well as high-throughput messaging queue technology to put together an architecture that is truly ready to scale Write concurrent programs and gracefully manage the execution of

them and communication by smartly using channels Get a feel for app deployment using Docker and Google App Engine In Detail Go is the language of the Internet age, and the latest version of Go comes with major architectural changes. Implementation of the language, runtime, and libraries has changed significantly. The compiler and runtime are now written entirely in Go. The garbage collector is now concurrent and provides dramatically lower pause times by running in parallel with other Go routines when possible. This book will show you how to leverage all the latest features and much more. This book shows you how to build powerful systems and drops you into real-world situations. You will learn to develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms. Scale, performance, and high availability lie at the heart of our projects, and the lessons learned throughout this book will arm you with everything you need to build world-class solutions. You will get a feel for app deployment using Docker and Google App Engine. Each project could form the basis of a start-up, which means they are directly applicable to modern software markets. Style and approach This book provides fun projects that involve building applications from scratch. These projects will teach you to build chat applications, a distributed system, and a recommendation system.

Summary Go in Action introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by introducing the unique features and concepts of Go. Then, you'll get hands-on experience writing real-world applications including websites and network servers, as well as techniques to manipulate and convert data at speeds that will make your friends jealous. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Application development can be tricky enough even when you aren't dealing with complex systems programming problems like web-scale concurrency and real-time performance. While it's possible to solve these common issues with additional tools and frameworks, Go handles them right out of the box, making for a more natural and productive coding experience. Developed at Google, Go powers nimble startups as well as big enterprises—companies that rely on high-performing services in their infrastructure. About the Book Go in Action is for any intermediate-level developer who has experience with other programming languages and wants a jump-start in learning Go or a more thorough understanding of the language and its internals. This book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type system, concurrency, channels, and testing. What's Inside Language specification and implementation Go's type system Internals of Go's data structures Testing and benchmarking About the Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William Kennedy is a seasoned software developer and author of the blog GoingGo.Net. Brian Ketelsen and Erik St. Martin are the organizers of GopherCon and coauthors of the Go-based Skynet framework. Table of Contents Introducing Go Go quick-start Packaging and tooling Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking