

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

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

- **Serialization**

- **Concurrency**

- Goroutines
- Channels

- **Http**

- Serving
- Consuming
- Monitoring

- **CLI apps**

- **Performance**

- **Distributed go-system (teaser)**