

Sela.



GoLang

Go Language Programming



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Go Language Programming

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:

- 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**

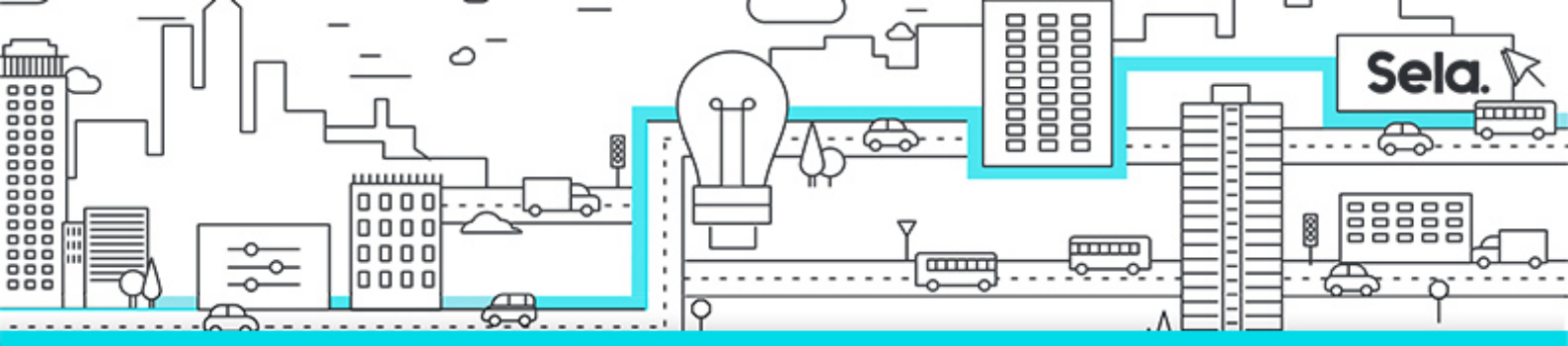
- Goroutines
- Channels

• **Http**

- Serving
- Consuming
- Monitoring

• **Hands-on use-cases**

• **CLI apps**



- Performance
- Distributed go-system (teaser)