

Prelim Project Presentation Plan

Topic:	Description:	Time allotment:	Presenter:	Operator:
Historical Perspective & Origins	A short history of Go (Google, 2007–2009). Explain why it was created: slow compilation and complexity in large-scale projects. Establishes the purpose and relevance of the language.	1:30 minutes	Rodriguez, Chaze Ezkys	Angcaway, John Andrew
Language Design Goals & Paradigm	Go's guiding principles: simplicity, efficiency, concurrency, and readability. Paradigms: compiled, statically typed, procedural. Include a brief comparison with Java for context.	3:30 minutes	Rodriguez, Chaze Ezkys	Angcaway, John Andrew
Language Environments & Tools	Setting up and running Go: installation, module creation, and workspace structure. Essential commands (go version, go env, go build, go run, go test). Demonstrate IDE support using VS Code with the Go extension for coding, debugging, and formatting.	4 minutes	Delin, Earold Jan	Angcaway, John Andrew
Main Features (Basics)	Program structure: package main, import, func main(). Variables, constants, operators, and data types. Introduces the foundation for building simple programs.	4 minutes	Angcaway, John Andrew	Javier, Narciso III
Main Features (Control Structures)	Conditionals (if, else if, else, switch) and loops (for). Highlight syntactic differences from Java. Enables building programs with logical flow and decisions.	4 minutes	Sibayan, Erick James	Javier, Narciso III
Main Features (Functions & Packages)	Function definitions, multiple return values, first class functions,, packages, and the standard library. Demonstrates modular programming and code organization.	2:30 minutes	Javier, Narciso III	Menos, Brent
Main Features (Basic Data Structures)	Arrays, slices, and maps. Showcases flexible data storage and key-value mapping for structured information handling.	2:30 minutes	Javier, Narciso III	Menos, Brent
Main Features (Concurrency)	Introduction to goroutines and channels. Compare briefly with Java threads.	3 minutes	Menos, Brent	Javier, Narciso III
Application Areas & Hands-On Demo	Go's uses: web servers, microservices, networking. Demo in VS Code: variables, if, loops, functions. Reinforce earlier topics.	5 minutes	Menos, Brent	Javier, Narciso III