

# HOW IT STARTED

- Got sick of **Dynamic** languages
- Looked for something: **CLEAN, FAST, SAFE, STABLE**
- The **Language Authors** are SICK



# FIRST STEPS

- A tour of Go
- Couple videos & courses
- Get a job



# FIRST IMPRESSIONS

- UGLY
- PRIMITIVE
- TOO SIMPLE



# EXPECTATIONS

- Loads of **frameworks**
- **Clever** ways of doing things
- Many **gotchas** & magic



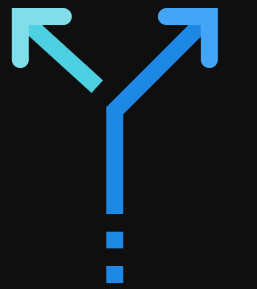
# SIMILARITIES

- Easy to **prototype**
- Can get **ugly**
- Very **accessible** & **productive**



# DIFFERENCES

- **Statically** typed nature
- **Stable** without breaking changes
- **Little** to no **changes** in the ecosystem
- **Simple Design**
- Encourages **libraries** & **concepts** vs fully fledged frameworks
- No **centralised** package **repository**



# THINGS I LIKE

- **Simplicity**
- **Robustness & Strictness**
- **Safety & Stability**
- **Can get hired without Go experience**
- **Productive**



# THINGS I DON'T LIKE

- Too **simple**
- Can get **ugly**
- Small **adoption**
- Hard to find a **job**





# DOS

- Change your **mindset**
- Focus on **concepts**
- Don't use the language for **everything**
- Get used to **magicless** code



# DON'TS

- Don't focus on **frameworks**
- Don't violate **liberty**
- Don't use libs & frameworks for **everything**

