Go Language Training Plan

# Level-1: Understanding Basics. (Fast, Self-Paced)

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| S.no | Level | Content | Resource link |
| 1 | Basic | About Go | <https://golangbyexample.com/about-golang/> |
| 2 | Basic | Installing Go | <https://golangbyexample.com/golang-installation/> |
| 3 | Basic | Hello World | <https://golangbyexample.com/workspace-hello-world-golang/> |
| 4 | Basic | Packages and Modules | <https://golangbyexample.com/packages-modules-go-first/> |
| 5 | Basic | Packages and Modules | <https://golangbyexample.com/packages-modules-go-second/> |
| 6 | Basic | Variables | <https://golangbyexample.com/variables-in-golang-complete-guide/> |
| 7 | Basic | Data types | <https://golangbyexample.com/all-basic-data-types-golang/> |
| 8 | Basic | Functions | <https://golangbyexample.com/function-golang-complete-guide/> |
| 9 | Basic | Constant | <https://golangbyexample.com/constant-golang/> |
| 10 | Basic | For Loop | <https://golangbyexample.com/for-loop-in-golang/> |
| 11 | Basic | For Range Loop | <https://golangbyexample.com/for-loop-in-golang/> |
| 12 | Basic | If Else | <https://golangbyexample.com/understand-if-else-statement-golang/> |
| 13 | Basic | Switch | <https://golangbyexample.com/switch-statement-golang/> |
| 14 | Basic | Defer | <https://golangbyexample.com/defer-golang/> |
| 15 | Basic | Pointer | <https://golangbyexample.com/pointer-golang/> |
| 16 | Basic | Struct | <https://golangbyexample.com/struct-in-golang-complete-guide/> |
| 17 | Basic | Array | <https://golangbyexample.com/understanding-array-golang-complete-guide/> |
| 18 | Basic | Slices | <https://golangbyexample.com/slice-in-golang/> |
| 19 | Basic | Maps | <https://golangbyexample.com/maps-in-golang> |
| 20 | Basic | Methods | <https://golangbyexample.com/method-in-golang/> |
| 21 | Basic | Interface | <https://golangbyexample.com/interface-in-golang/> |
| 22 | Basic | IOTA | <https://golangbyexample.com/iota-in-golang/> |
| 23 | Basic | Goroutines | <https://golangbyexample.com/goroutines-golang/> |
| 24 | Basic | Channels | <https://golangbyexample.com/channel-golang/> |
| 25 | Basic | Select | <https://golangbyexample.com/select-statement-golang/> |
| 26 | Basic | Error Handling-1 | <https://golangbyexample.com/error-in-golang/> |
| 27 | Basic | Error Handling-2 | <https://golangbyexample.com/error-in-golang-advanced/> |
| 28 | Basic | Panic and recover | <https://golangbyexample.com/panic-and-recover-golang/> |

# Level-2: Go with tests (Slow, Self-Paced)

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| S.no | Level | Content | Resource Link |
| 1 | Intermediate | Go Fundamentals | <https://quii.gitbook.io/learn-go-with-tests/> |
| 2 | Intermediate | Building Application | <https://quii.gitbook.io/learn-go-with-tests/> |

# Level-3: Advanced (Slow, Self-Paced)

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| S.no | Level | Content | Resource Link |
| 1 | Advanced | Implementing Abstract Factory Design Pattern | <https://golangbyexample.com/abstract-factory-design-pattern-go/> |
| 2 | Advanced | Implementing Builder Design Pattern | <https://golangbyexample.com/builder-pattern-golang/> |
| 3 | Advanced | Implementing Factory Design Pattern | <https://golangbyexample.com/golang-factory-design-pattern/> |
| 4 | Advanced | Implementing Object Pool Pattern | <https://golangbyexample.com/golang-object-pool/> |
| 5 | Advanced | Implementing Prototype Design Pattern | <https://golangbyexample.com/prototype-pattern-go/> |
| 6 | Advanced | Implementing Singleton Design Pattern | <https://golangbyexample.com/singleton-design-pattern-go/> |
| 7 | Advanced | Implementing Iterator Design Pattern | <https://golangbyexample.com/go-iterator-design-pattern/> |
| 8 | Advanced | Implementing null Object Design Pattern | <https://golangbyexample.com/null-object-design-pattern-golang/> |
| 9 | Advanced | Implementing Observer Design Pattern | <https://golangbyexample.com/observer-design-pattern-golang/> |
| 10 | Advanced | Implementing State Design Pattern | <https://golangbyexample.com/state-design-pattern-go/> |
| 11 | Advanced | Implementing Template Design Pattern | <https://golangbyexample.com/template-method-design-pattern-golang/> |
| 12 | Advanced | Implementing Adapter Design Pattern | <https://golangbyexample.com/adapter-design-pattern-go/> |
| 13 | Advanced | Implementing Bridge Design Pattern | <https://golangbyexample.com/bridge-design-pattern-in-go/> |
| 14 | Advanced | Implementing Composite Design Pattern | <https://golangbyexample.com/composite-design-pattern-golang/> |
| 15 | Advanced | Implementing Decorator Design Pattern | <https://golangbyexample.com/decorator-pattern-golang/> |
| 16 | Advanced | Implementing Proxy Design Pattern | <https://golangbyexample.com/proxy-design-pattern-in-golang/> |