



Innocentre, Hong Kong
16MAY2018

GO PRESENTATION OF AWESOMENESS



Alpha WONG

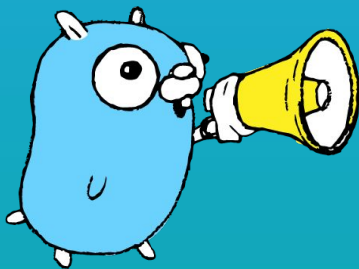
Lalamove

Backend engineer

< 1 Year Gopher

Alan Wong
Benjamin Po
Desmond Ho
Eugene Tokariev
Jack Tang
Jay Pun
Reynaldi Wijaya
Samuel Kwok

Mikael Knutsson



Today's (glorious) blather.

Consideration

Why framework is matter

Quotes

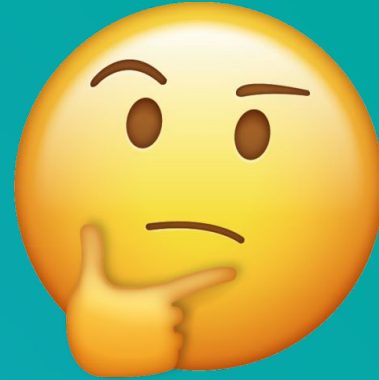
DEMO

Q&A

Blanks

SECTION ONE

Why not
Beego ?



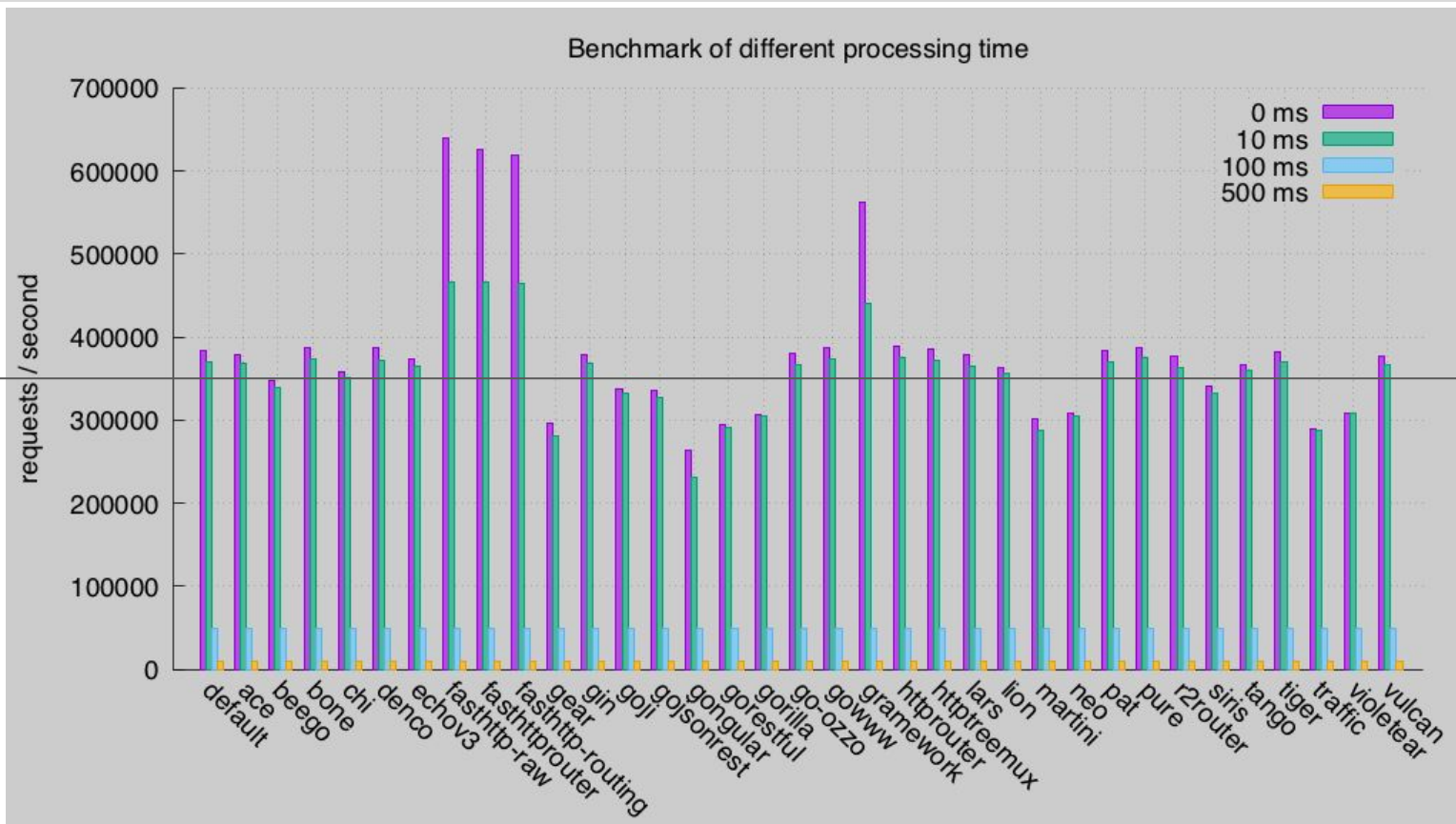
- Performance
- Learning curve
- Maintainability
- Reliable
- Productive
- Community support

Consideration

Performance

(5000 concurrency clients)

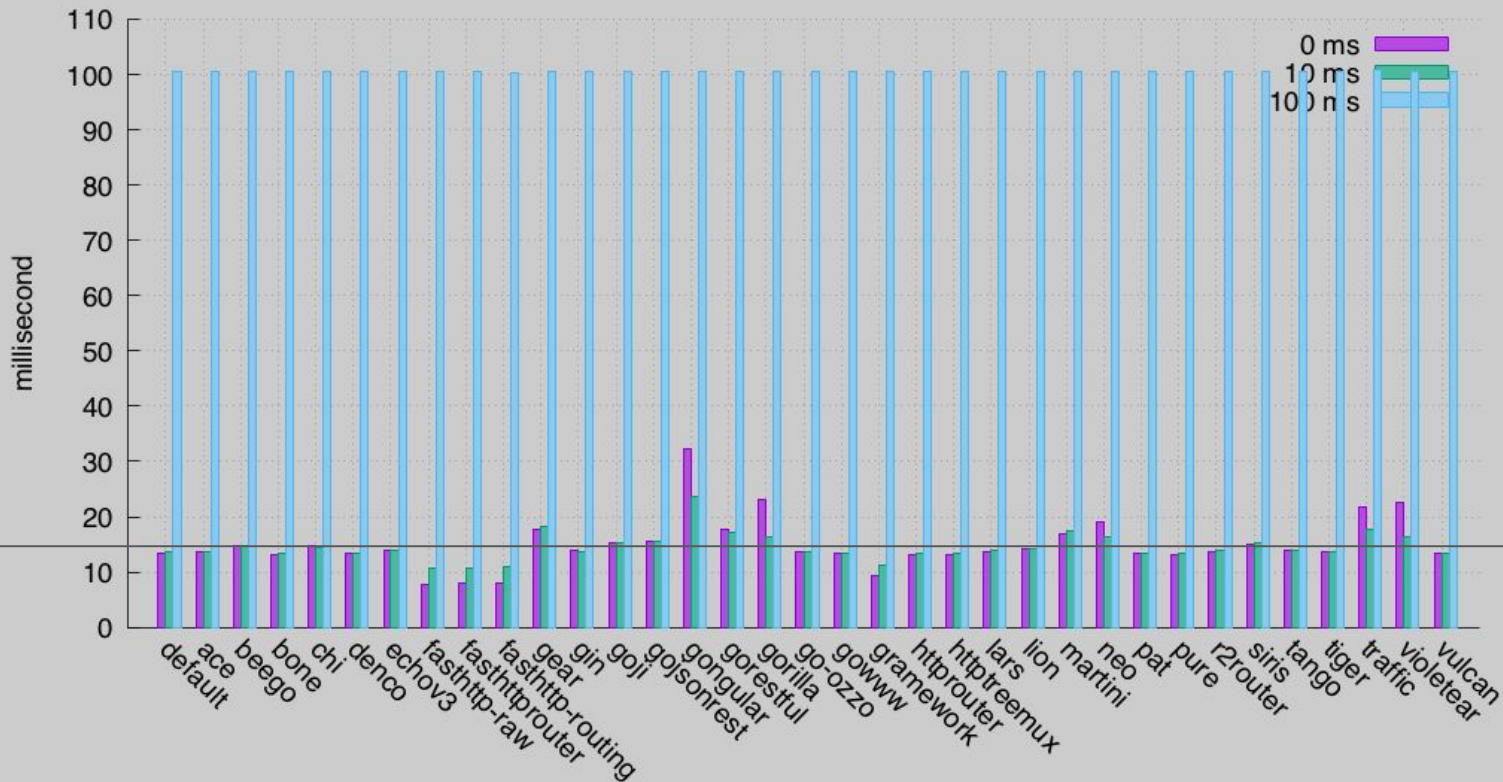
Performance (higher is better)



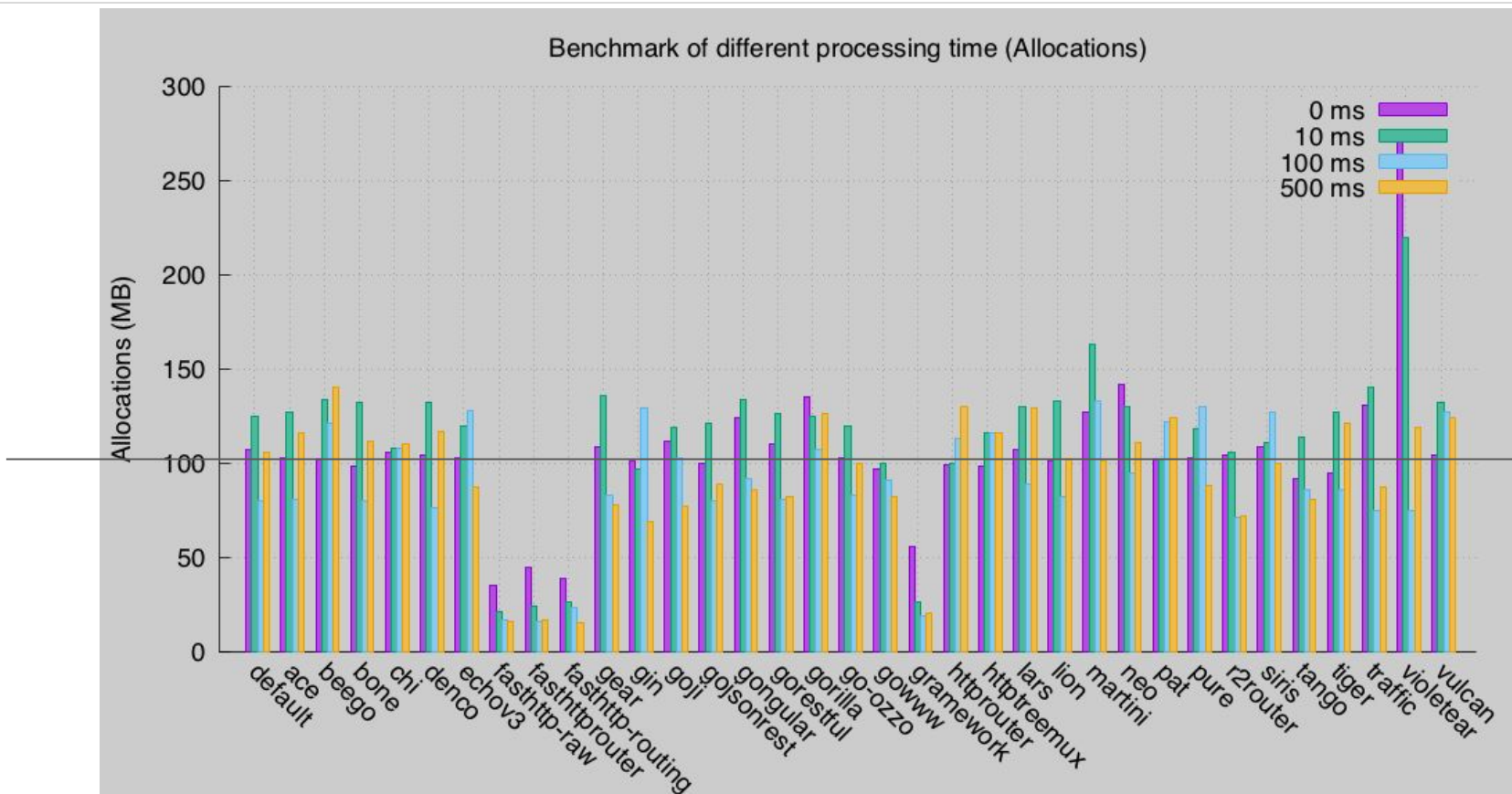
Processing time (smaller is better)



Benchmark of different processing time (Latency)



Heap allocations (smaller is better)



Consideration

Learning curve

You can define a config as following

```
appname = beepkg
httpaddr = "127.0.0.1"
httpport = 9090

runmode = "dev"
autorender = false
recoverpanic = false
viewspath = "myview"

[dev]
httpport = 8080
[prod]
httpport = 8088
[test]
httpport = 8888

// config.go
beego.AppConfig.Int("dev::httpport")
```

Each config
feature
should
be easy to
understand.

You can define a controller as following

```
// Orders
type OrdersController struct {
    beego.Controller
}

// @router /v1/orders/:id [get]
func (this *CMSController) Get() {
    c:=this.Ctx.Input.Param(":id")
    ...
    this.Data["json"] = c
    this.ServeJSON()
}
```

Each route
feature
should
be easy to
understand.

You can define a callback style route as following

```
ns := beego.NewNamespace("/v1",
    beego.NSCond(func(ctx *context.Context) bool {
        if ctx.Input.Domain() == "api.beego.me" {
            return true
        }
        return false
    }),
    beego.NSBefore(auth),
    beego.NSGet("/notallowed", func(ctx *context.Context) {
        ctx.Output.Body([]byte("notAllowed"))
    }),
    beego.NSRouter("/version", &AdminController{}, "get:ShowAPIVersion"),
    beego.NSRouter("/changepassword", &UserController{}),
    beego.NSNamespace("/shop",
        beego.NSBefore(sentry),
        beego.NSGet("/:id", func(ctx *context.Context) {
            ctx.Output.Body([]byte("notAllowed"))
        }),
    ),
    beego.NSNamespace("/cms",
        beego.NSInclude(
            &controllers.MainController{},
            &controllers.CMSController{},
            &controllers.BlockController{},
        ),
    ),
)
beego.AddNamespace(ns) //register namespace
```

Each route
feature
should
be easy to
understand.

Syntax

You can define a middleware as following

```
func AddFootPrintMiddleware() {  
    var foodPrintMiddleware = func(ctx *context.Context) {  
        footPrint := uuid.NewV4().String()  
  
        dump, _ := httputil.DumpRequest(ctx.Request, true)  
  
        log.Printf(  
            "footPrint: %s request: %v",  
            footPrint,  
            string(dump),  
        )  
  
        nativeCtx := httpContext.WithValue(  
            ctx.Request.Context(),  
            "Foot print",  
            footPrint  
        )  
  
        ctx.Request = ctx.Request.WithContext(nativeCtx)  
    }  
  
    beego.InsertFilter("/v1/*", beego.BeforeRouter, foodPrintMiddleware)  
}
```

- beego.BeforeStatic: Before finding the static file.
- beego.BeforeRouter: Before finding router.
- beego.BeforeExec: After finding router and before executing the matched Controller.
- beego.AfterExec: After executing Controller.
- beego.FinishRouter: After finishing router.

Each
middleware
feature
should
be easy to
understand.

Syntax

You can define a ORM as following

```
...
func init() {
    orm.RegisterDriver("mysql", orm.DRMySQL)
    orm.RegisterDataBase(
        "Default",
        "mysql",
        "root:root@/orm_test?charset=utf8",
    )
}

func main() {
    o := orm.NewOrm()

    // Using default, you can use other database
    oUsing("default")

    profile := new(Profile)
    profile.Age = 30
}
```

```
import (
    "fmt"
    "github.com/astaxie/beego/orm"
    _ "github.com/go-sql-driver/mysql"
)
```

Each ORM
feature
should
be easy to
understand.

Waiting !!! Beego also support raw SQL

```
func init() {
    orm.RegisterDriver("mysql", orm.DRMySQL)
    orm.RegisterDataBase(
        "Default",
        "mysql",
        "root:root@/orm_test?charset=utf8",
    )
}

func main() {
    o := orm.NewOrm()

    // Using default, you can use other database
    o.Using("default")

    var c customer
    err := o.Raw("SELECT id, name FROM Customer WHERE id = ?", 1).QueryRow(&c)

    res, err := o.Raw("UPDATE Customer SET name = ?", "your").Exec()
    if err == nil {
        num, _ := res.RowsAffected()
        fmt.Println("mysql row affected nums: ", num)
    }
}
```

Each SQL
feature
should
be easy to
understand.

You can define struct as following

```
type (  
    Customer struct {  
        Id      int64      `json:"id" orm:"auto"`  
        Name     string     `json:"name"`  
        Password string     `json:"password"`  
        Created  time.Time   `orm:"auto_now_add;type(datetime)"`  
        Updated  time.Time   `orm:"auto_now;type(datetime)"`  
    }  
  
    Account struct {  
        Id      int64      `json:"id" orm:"auto"`  
        Active   bool       `json:"active"`  
        Customer *Customer  `json:"customer,omitempty" orm:"rel(fk)"`  
        Created  time.Time   `orm:"auto_now_add;type(datetime)"`  
        Updated  time.Time   `orm:"auto_now;type(datetime)"`  
    }  
)
```

Each struct
feature
should
be easy to
understand.

You can define a test case for handler as following

```
func TestGetTokenSuccess(t *testing.T) {  
    ...  
    r, _ := http.NewRequest("POST", "/v1/route", strings.NewReader(jsonString))  
    r.Header.Set("Content-Type", "application/json")  
    w := httptest.NewRecorder()  
    beego.BeeApp.Handlers.ServeHTTP(w, r)  
  
    assert.Equal(t, http.StatusOK, w.Code)  
    var actual types.TokenResponse  
  
    json.NewDecoder(w.Body).Decode(&actual)  
    assert.Equal(t, types.TokenResponse{  
        Token: "hello-world",  
        Error: "",  
    }, actual)  
    ...  
}
```

Each test
Case feature
should
be easy to
understand.

Consideration

Maintainability

Project struct




Before BeeGo

Branch: before_beeGo ▾ New pull request

Create new file Upload files Find file Clone or download ▾

This branch is 74 commits behind dev. [Pull request](#) [Compare](#)

 sergeylanzman cancel call to saq Latest commit b8809cf on Nov 29, 2016

config	cancel call to saq	4 months ago
gt-kdtree	small refactor	10 months ago
seed	enhancements	4 months ago
signature	small refactor	10 months ago
.gitignore	added division to GetNearbyDrivers	7 months ago
.travis.yml	update travis,iml	7 months ago
Dockerfile	Update Dockerfile	7 months ago
README.md	Update README.md	4 months ago
driverSchema.go	small refactor	10 months ago
driverSchema_gen.go	update newrelic to 1.0 and update dependency	8 months ago
driverSchema_gen_test.go	1. config folder + viper	a year ago
endpoints.go	cancel call to saq	4 months ago
endpoints_test.go	add speed and accuracy	a year ago
fleets.go	fix bugs	4 months ago
fleetsData.json	Update fleetsData.json	7 months ago
glide.lock	cancel call to saq	4 months ago
glide.yaml	enhancements	4 months ago
hubEvents.go	Fixes	7 months ago
location_service.go	fix bugs	4 months ago
location_service_test.go	1. refactor one package	2 years ago
locationengine.go	enhancements	4 months ago
locationengine_test.go	Fix unit test	5 months ago
locationnearby.go	fix qa bug	4 months ago
locationreader.go	enhancements	4 months ago



Project struct (const.)



8 commits			1 branch	0 releases	1 contributor
Branch: master			New pull request		
Create new file			Upload files		
Find file			Clone or download		
BorisBorshevsky v1			Latest commit 9e63d73 on Apr 4, 2017		
idea	v1	a year ago			
conf	initial commit	a year ago			
controllers	v1	a year ago			
lib/store	initial commit	a year ago			
models	fix paths	a year ago			
routers	v1	a year ago			
seed	fix tests	a year ago			
static/js	initial commit	a year ago			
swagger	v1	a year ago			
tests	fix tests	a year ago			
vendor	vendor	a year ago			
views	v1	a year ago			
.gitattributes	vendor	a year ago			
.gitignore	fix paths	a year ago			
Beefile	initial commit	a year ago			
README.md	Create README.md	a year ago			
bee.json	initial commit	a year ago			
glide.lock	vendor	a year ago			
glide.yaml	fix tests	a year ago			
main.go	fix paths	a year ago			

Store handler

Store config

Store model

Upgrading Beego

You can upgrade Beego through Go command or download and upgrade from source code.

- Through Go command (Recommended):

```
go get -u github.com/astaxie/beego
```

- Through source code: visit <https://github.com/astaxie/beego> and download the source code. Copy and overwrite to path `$GOPATH/src/github.com/astaxie/beego`. Then run `go install` to upgrade Beego:

```
go install github.com/astaxie/beego
```

“

Clear is better than
clever.




ROB PIKE

”



Keep it simple, stupid



Beego introduce
a structure for
engineer to
follow, a suite
for them

Consideration

Reliable

By astaxie (<https://github.com/astaxie>)

Our well-known customers



Consideration

Productive

Bee run it !!

version	Prints the current Bee version
migrate	Runs database migrations
api	Creates a Beego API application
bale	Transforms non-Go files to Go source files
fix	Fixes your application by making it compatible with newer versions of Beego
dlv	Start a debugging session using Delve
dockerize	Generates a Dockerfile for your Beego application
generate	Source code generator
hprose	Creates an RPC application based on Hprose and Beego frameworks
new	Creates a Beego application
pack	Compresses a Beego application into a single file
rs	Run customized scripts
run	Run the application by starting a local development server

Each Bee
feature
should
be easy to
understand.

1. Hot reload
2. Swagger
3. Init project
4. Dockerize
5. Run script
6. More

127.0.0.1:8080/swagger/swagger-1/#!/user

beego Test API

beego has a very cool tools to autogenerate documents for your API

[Terms of service](#)

[Contact the developer](#)

[Url http://www.apache.org/licenses/LICENSE-2.0.html](http://www.apache.org/licenses/LICENSE-2.0.html)

object : Operations about object

Show/Hide | List Operations | Expand Operations | Raw

POST	/object/	create object
GET	/object/{objectId}	find object by objectId
GET	/object/	get all objects
PUT	/object/{objectId}	update the object
DELETE	/object/{objectId}	delete the object

user : Operations about Users

Show/Hide | List Operations | Expand Operations | Raw


POST	/user/	create users
GET	/user/	get all Users
GET	/user/{uid}	get user by uid
PUT	/user/{uid}	update the user
DELETE	/user/{uid}	delete the user
GET	/user/login	Logs user into the system
GET	/user/logout	Logs out current logged in user session

Consideration

Community support

Rich documentation (<https://beego.me/docs/intro/>)



BEEGO  [Home](#) [Getting started](#) [Community](#) [Documentation](#) [Video](#) [Products](#) [Blog](#)

Beego introduction
Contributing
Release Notes
Install / Upgrade
bee tool usage
Quickstart
Create a new project
Routing settings
Controller
Models
View
Static files
MVC Introduction
Controllers
Configuration
Routing
Controller funcs
XSRF filtering
Request parameters
Session control
Filters
Flash messages
URL Building
Response formats
Form validation
Error Handling
Logging
Models
Overview
ORM Usage
CRUD Operations
Advanced
Questions

Google 自定义搜索

Configuration

By default the Beego configuration file uses the INI format. Other supported formats include XML

Default configurations parsing

Beego will parse the `conf/app.conf` file by default.

Many default variables can be initialized in this file:

```
appname = beepkg
httpaddr = "127.0.0.1"
httpport = 9090
runmode = "dev"
autorender = false
recoverpanic = false
viewspath = "myview"
```

These configurations will replace Beego's default values.

Other application specific values can also be set using this file, such as database connection

```
mysqluser = "root"
mysqlpass = "rootpass"
mysqlurls = "127.0.0.1"
mysqlldb = "beego"
```

These configurations can be accessed like this:

```
beego.AppConfig.String("mysqluser")
beego.AppConfig.String("mysqlpass")
beego.AppConfig.String("mysqlurls")
beego.AppConfig.String("mysqlldb")
```

AppConfig's methods:

Cache Module

Beego's cache module is used for caching data, inspired by `database/sql`. It supports four cache providers: file, memcache, memory and redis. You can install it by:

```
go get github.com/astaxie/beego/cache
```

If you use the `memcache` or `redis` provider, you should first install:

```
go get -u github.com/astaxie/beego/cache/memcache
```

and then import:

```
import _ "github.com/astaxie/beego/cache/memcache"
```

Basic Usage

First step is importing the package:

```
import (
    "github.com/astaxie/beego/cache"
)
```

Then initialize a global variable object:

```
bm, err := cache.NewCache("memory", `{"interval":60}`)
```

Then we can use `bm` to modify the cache:

```
bm.Put("astaxie", 1, 10*time.Second)
bm.Get("astaxie")
bm.IsExist("astaxie")
bm.Delete("astaxie")
```


Built in modules



1. Session Module - next slides
2. Cache Module
3. Logs Module
4. Httplib Module
5. Context Module
6. Config Module
7. i18n Module
8. Beego ORM
9. Beego assets - <https://github.com/gtforge/beego-assets>

Beego Session



Supported Provides:

- Couchbase
- Ledis
- Memcahce
- Mysql
- Redis
- Postgres
- Ssdb
- Memory
- File

Bonus

Why framework is matter



The HandlerFunc type is an adapter to allow the use of ordinary functions as HTTP handlers. If *f* is a function with the appropriate signature, HandlerFunc(*f*) is a Handler that calls *f*.

```
type HandlerFunc func(ResponseWriter, *Request)
```

```
func DummyMiddleware(c *gin.Context) {  
    fmt.Println("Im a dummy!")  
  
    // Pass on to the next-in-chain  
    c.Next()  
}
```

```
func main() {  
    // Insert this middleware definition before any routes  
    api.Use(DummyMiddleware)  
    // ... more code  
}
```

Gin

```
func exampleMiddleware(next http.Handler) http.Handler {  
    return http.HandlerFunc(func(w http.ResponseWriter, r *http.Request) {  
        // Our middleware logic goes here...  
        next.ServeHTTP(w, r)  
    })  
}
```

Std lib

```
sillyHTTPHandler := http.HandlerFunc(func(w http.ResponseWriter, r *http.Request){  
    println(r.RequestURI)  
})
```

```
sillyConvertedToIon := iris.FromStd(sillyHTTPHandler)  
// FromStd can take (http.ResponseWriter, *http.Request, next http.Handler) too!  
app.Use(sillyConvertedToIon)  
  
app.Run(iris.Addr(":8080"))
```

iris



THEY ARE DIFFERENCE !!



Interface



Each framework
cannot be used to
other
(excluding iris)

WHAT IF I FOUND AN AWESOME MIDDLEWARE



NYTimes/gziphandler (<https://github.com/NYTimes/gziphandler>)

```
package main

import (
    "io"
    "net/http"
    "github.com/NYTimes/gziphandler"
)

func main() {
    withoutGz := http.HandlerFunc(func(w http.ResponseWriter, r *http.Request) {
        w.Header().Set("Content-Type", "text/plain")
        io.WriteString(w, "Hello, World")
    })

    withGz := gziphandler.GzipHandler(withoutGz)

    http.Handle("/", withGz)
    http.ListenAndServe("0.0.0.0:8000", nil)
}
```

It cannot be
apply to
either Gin or
Beego

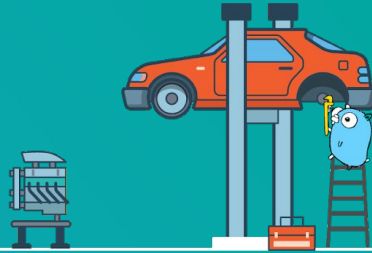


WHAT WE BELIEVE

Quotes

“

Murphy's Law



If there are two or more ways to do something, and one of those ways can result in a catastrophe, then someone will do it.

Final stage

DEMO

Q&A

Thanks all of my
workmate

Thank You!

