

# Creating Web Applications with Go

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## INTRODUCTION



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# Overview



Why choose Go?

Prerequisites

First web application

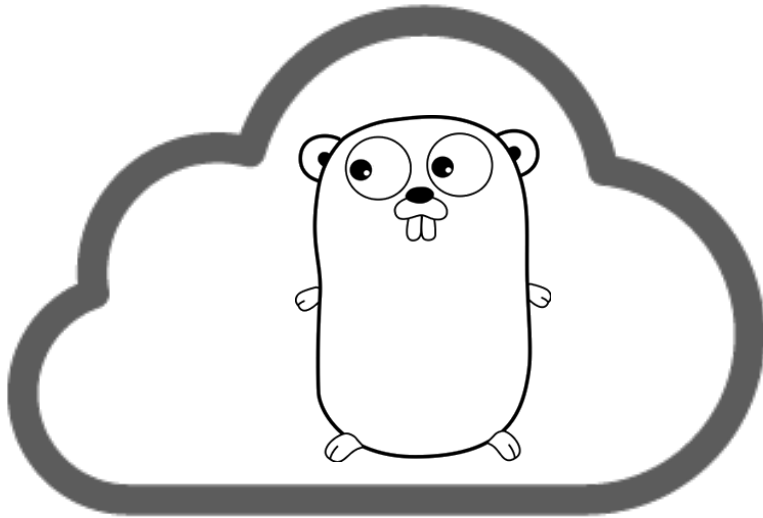
The demo application

Review MVC design pattern

Course outline



# Why Choose Go?



**Focus on simplicity and clarity**

**Full-featured HTTP processing and templating libraries**

**Easily deployed**

**Thriving community**

# Prerequisites

## Go

**Go Fundamentals**

**Nigel Poulton**

**Go: Getting Started**

**Michael Van Sickle**

## Front end

**(HTML, CSS, JavaScript)**

**Front-End Web Development  
Quick Start with HTML5, CSS,  
and JavaScript**

**Shawn Wildermuth**



# DEMO: development environment



# DEMO: First web app

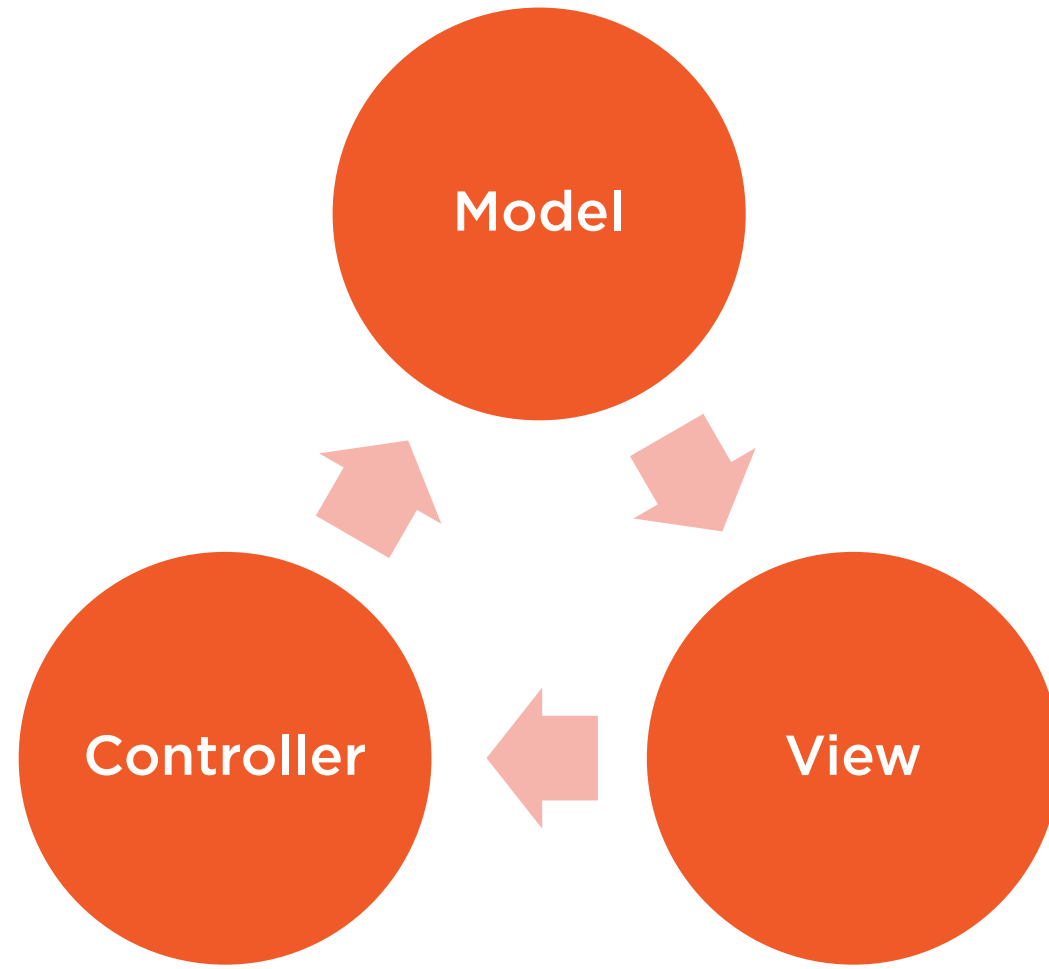


## DEMO:

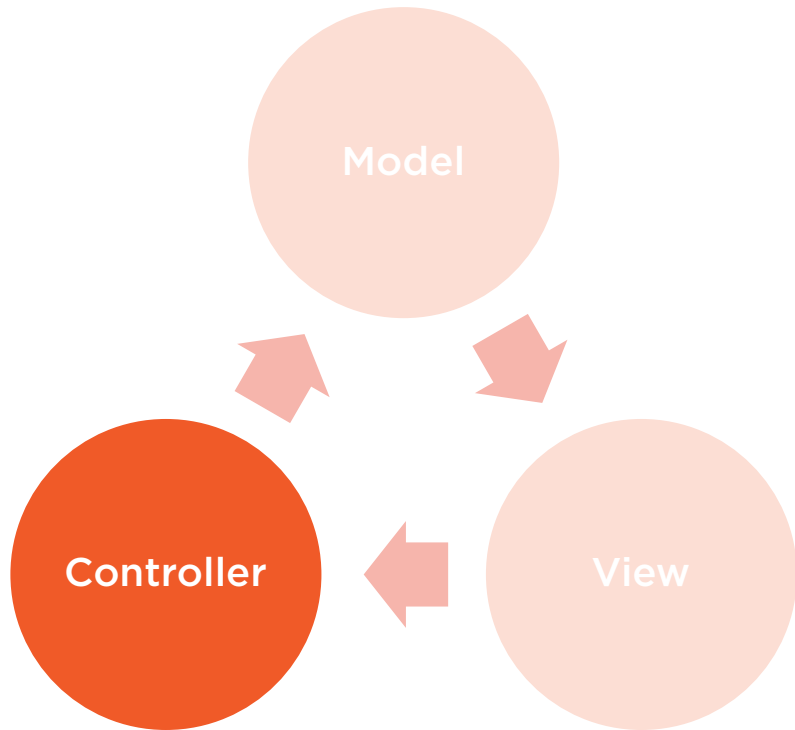
- Tour of demo application
- include how to setup assets (review package.json, ...)
- mention goal – to refactor throughout course to convert to web app



# Model-View-Controller







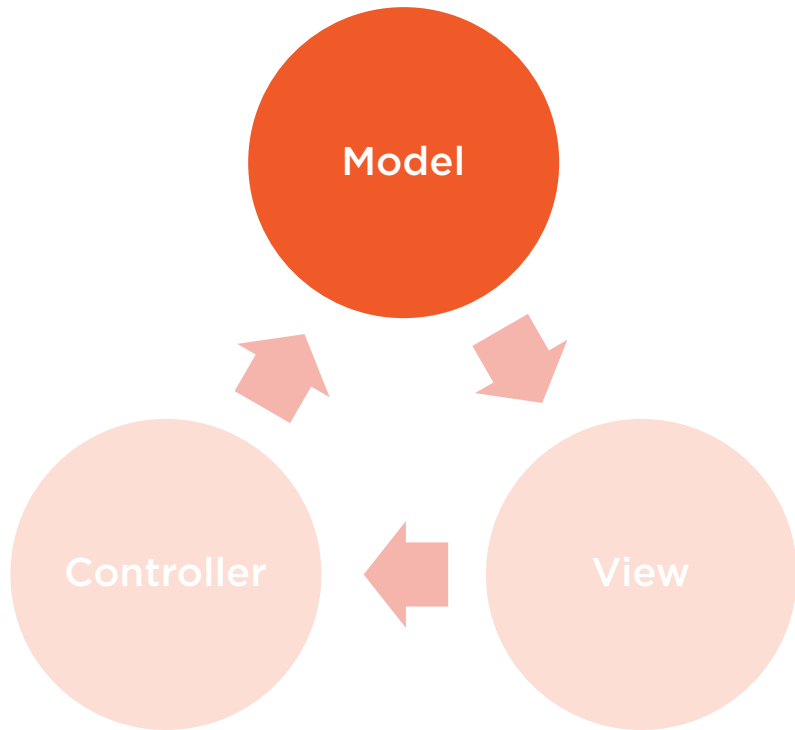
**Receives HTTP requests**

**Delegates to model for logic**

**Prepares response data for view**

**Handles routing**

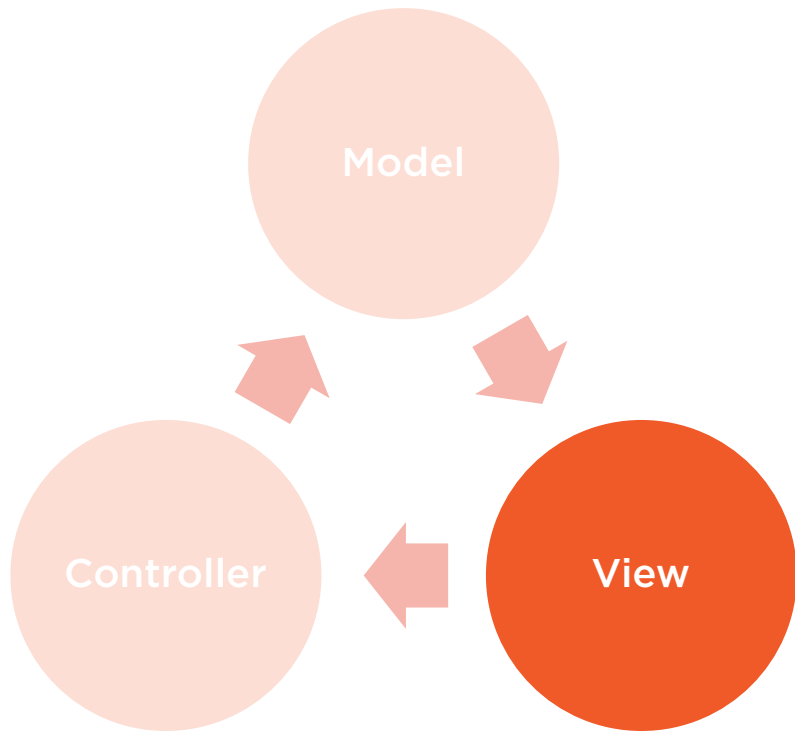
**Integration point for middleware**



**Contains business logic and data**

**Interacts with backend services**

- Databases
- Web services



**Initiates requests to controller layer**

**Uses controller response to update visuals**



# Outline

Beyond  
HTTP/1.1

Basic  
requests

Testing

Templating  
Basics

View

Smart  
Templates

Routing

Controller  
Request  
Processing

Middleware

Model  
Database  
Integration

