GopherChina2018





Bazel build //:Go









Help everyone become a global citizen!

github/lingochamp

Agenda

- Package Management
- Code Management (Multi languages)
- Bazel build //:Go
- Demo
- Q & A

Let's talk about

Package Management

vendor

Go 1.5 introduced experimental support for a "Vendo" directory,

enabled by the GO15VENDOREXPERIMENT environment variable.

Go 1.6 enabled this behavior by default, and in Go 1.7,

this switch has been removed and the "vendor" behavior is

ALWAYS enabled.

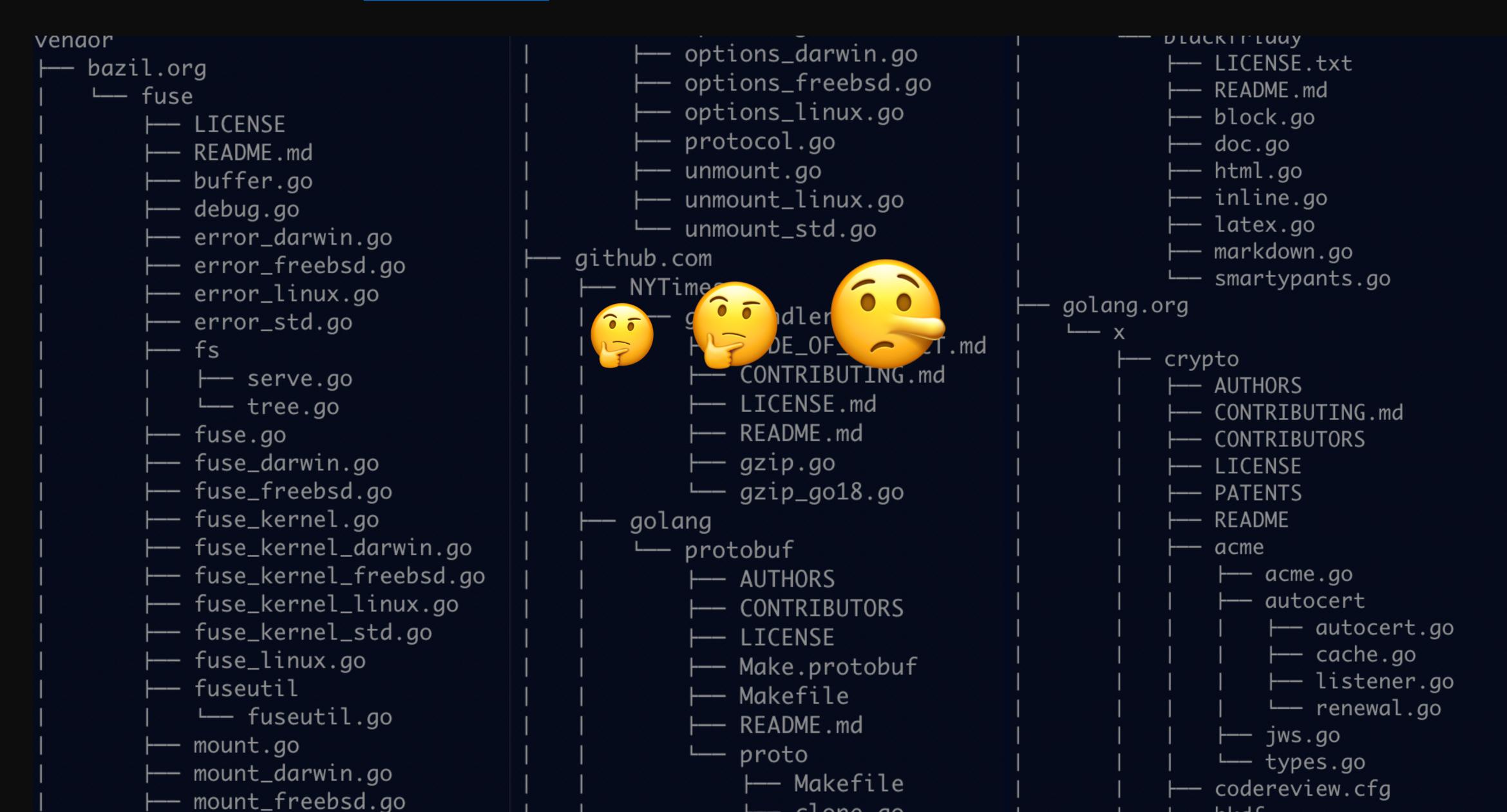
vendor 很棒! 棒?

@2015 - 2016?



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\$ cd \$GOPATH/src/upspin.io && tree vendor/



IT WORKS.

Russ Cox 有话要讲

A Proposal for Package Versioning in Go

- Russ Cox



Russ Cox 说:

- Rust 的 Cargo 做的不错,于是我们做了 Dep
- 八年的 go install 和 go get 辛苦大家了, go module 了解一下
- go module 会干掉大部分的 vendor 目录



Russ Cox 说:

the new concept of a Go module, which is a collection of

packages versioned as a unit; verifiable and verified builds; and version-awareness throughout the go command, enabling work outside \$GOPATH and the elimination of (most) vendor directories.

Vgo



Go & Versioning

Posted on Tuesday, February 20, 2018.

These are the posts in the "Go & Versioning" series.

- "Go += Package Versioning" [PDF].
- "A Tour of Versioned Go (vgo)" [PDF].
- "Semantic Import Versioning" [PDF].
- "Minimal Version Selection" [PDF].
- "Reproducible, Verifiable, Verified Builds" [PDF].
- "<u>Defining Go Modules</u>" [<u>PDF</u>].
- "Versioned Go Commands" [PDF].

The official Go proposal is at https://golang.org/issue/24301.

- 1. Packages Versioned
- 2. Verifiable and verified builds
- 3. Work outside \$GOPATH

proposal: add package version support to Go toolchain



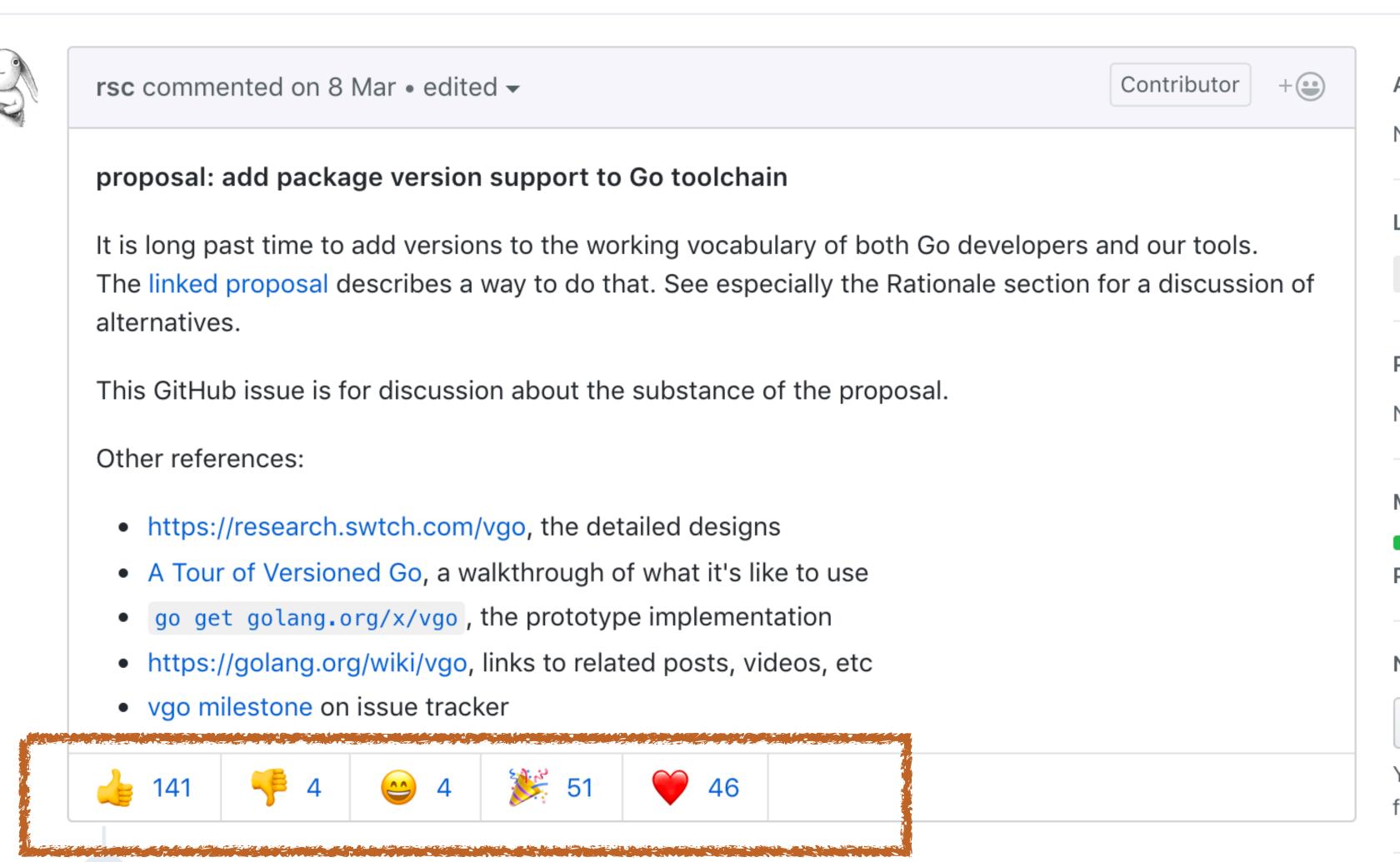






rsc opened this issue on 8 Mar · 106 comments





gopherbot added this to the Proposal milestone on 8 Mar

Assignees No one assigned Labels Proposal **Projects** None yet Milestone Proposal **Notifications** ◆ ■) Subscribe You're not receiving notifications from this thread.

37 participants

Google 这么多年怎么 build Go 的?

Code Management:)

Why should I care?





活剂说 is scaling up, fast





 \P kubectl get pods —all—namespaces | awk '{print \$2}' | awk –F '—' '{print \$1"—"\$2}' | uniq | wc —l

213*



- New product lines, features (D***n, Ba**ta, IELTS, etc.)
- Increasingly sophisticated systems(E.g., adaptive learning system)
- Ever tighter integration
 - Algorithm, backend, data, all part of one system
 - We are in the process of becoming a big data company
- Data exchange between heterogeneous components
 - Multi languages, Go, C++, Python, Java
 - Evolving independently, at varied pace

At scale, managing code becomes highly non-trivial!

Code Management Challenges

How to propagate changes?

- Has the server / client got the new proto field?
 - Trivial if you just have one proto file
 - How about a.proto imports b.proto who imports c.proto?
 - How about a.proto imports b.proto and c.proto both of which import d.proto?
- I have marked this field deprecated for a month, can I delete? Or someone is still using it...
- Even worse, somebody might have re-purposed it...









```
// Next ID: 17
enum ActivitvTvpe {
  PRESENTATION_TYPE = 0; // default is Pre
  MULTI_CHOICE_PICTURE_1 = 1;
  MULTI_CHOICE_PICTURE_2 = 2;
  MULTI_CHOICE_QUESTION_1 = 3; // MultiCho
  MULTI_CHOICE_QUESTION_2 = 4; // MultiCho
  MULTI_CHOICE_QUESTION_6 = 5; // MultiCho
  MULTI_CHOICE_QUESTION_4A = 6; // MultiCh
 MULTI_CHOICE_QUESTION_4B = enum CompActivityType {
 MULTI_CHOICE_QUESTION_5 = 8 UNKNOWN = 0;
                              MULTI_CHOICE_PICTURE_1 = 1;
                              MULTI_CHOICE_PICTURE_2 = 2;
                              MULTI_CHOICE_QUESTION_1 = 3; // Mult
                              MULTI_CHOICE_QUESTION_2 = 4; // Mult
                              MULTI_CHOICE_QUESTION_6 = 5; // Mult
                              MULTI_CHOICE_QUESTION_4A = 6; // Mul
                              MULTI_CHOICE_QUESTION_4B = 7; // Num
                              MULTI_CHOICE_QUESTION_5 = 8; // Bool
```

```
enum ActivityType {
 UNKNOWN_ACTIVITY_TYPE = 0;  // Used
 MULTI_CHOICE_PICTURE_1 = 1;
 MULTI_CHOICE_PICTURE_2 = 2;
 MULTI_CHOICE_QUESTION_1 = 3; // Mul
 MULTI_CHOICE_QUESTION_2 = 4; // Mu
 MULTI_CHOICE_QUESTION_6 = 5; // Mu
 MULTI_CHOICE_QUESTION_4A = 6; // M
 MULTI_CHOICE_QUESTION_4B = 7; // No
 MULTI_CHOICE_QUESTION_5 = 8; // Bo
```

How to reuse code / solution?

- •不同语言的 fingerprint 函数实现在不同的地方,有 更新总是忘记
- proto 因为 import 太复杂放弃写 protoc Makefile 而直接 copy, 人为保证一致性
- proto 生成依赖 go_package option 声明导致没法编译

How to share knowledge?





Open source version of Blaze Google's indoor build system

https://bazel.build

Blaze ca. 2017

- 2B LOC in monorepo
- 45K commits/day
- 800k builds/day
- 2 Pb build outputs/day
- 100M test cases/day



```
1 cc_library(
       name = "status",
       srcs = ["status.cc"],
       hdrs = ["status.h"],
       deps = [
 6
           ":slice",
           "//liulishuo/storage/leveldb/port",
 8
       ],
9)
10
11 cc_library(
12
       name = "slice",
13
       srcs = ["slice.h"],
14 )
15
16 cc_library(
17
       name = "random",
18
       srcs = ["random.h"],
19 )
20
21 cc_library(
22
       name = "testharness",
23
       testonly = 1,
24
       srcs = ["testharness.cc"],
       hdrs = ["testharness.h"],
25
26
       deps = [
           ":env",
27
           ":random",
28
           ":slice",
29
30
       ],
31)
```



```
1 UTILS = \setminus
        db/db_bench \
         db/leveldbutil
 5 # Put the object files in a subdirectory, but the application at the top of
 6 PROGNAMES := $(notdir $(TESTS) $(UTILS))
 8 # On Linux may need libkyotocabinet-dev for dependency.
9 BENCHMARKS = \
         doc/bench/db_bench_sqlite3 \
10
11
         doc/bench/db_bench_tree_db
12
13 CFLAGS += -I. -I./include $(PLATFORM_CCFLAGS) $(OPT)
14 CXXFLAGS += -I. -I./include $(PLATFORM_CXXFLAGS) $(OPT)
15
16 LDFLAGS += $(PLATFORM_LDFLAGS)
17 LIBS += $(PLATFORM_LIBS)
18
19 SIMULATOR_OUTDIR=out-ios-x86
20 DEVICE_OUTDIR=out-ios-arm
21
22 ifeq ($(PLATFORM), IOS)
23 # Note: iOS should probably be using libtool, not ar.
24 AR=xcrun ar
25 SIMULATORSDK=$(shell xcrun -sdk iphonesimulator --show-sdk-path)
26 DEVICESDK=$(shell xcrun -sdk iphoneos --show-sdk-path)
27 DEVICE_CFLAGS = -isysroot "$(DEVICESDK)" -arch armv6 -arch armv7 -arch armv7
28 SIMULATOR_CFLAGS = -isysroot "$(SIMULATORSDK)" -arch i686 -arch x86_64
29 STATIC_OUTDIR=out-ios-universal
30 else
31 STATIC_OUTDIR=out-static
32 SHARED_OUTDIR=out-shared
33 STATIC_PROGRAMS := $(addprefix $(STATIC_OUTDIR)/, $(PROGNAMES))
34 SHARED_PROGRAMS := $(addprefix $(SHARED_OUTDIR)/, db_bench)
35 endif
36
37 STATIC_LIBOBJECTS := $(addprefix $(STATIC_OUTDIR)/, $(SOURCES:.cc=.o))
38 STATIC_MEMENVOBJECTS := $(addprefix $(STATIC_OUTDIR)/, $(MEMENV_SOURCES:.cc=
```

google/protobuf grpc/grpc-go



```
cd $(bazel info execution_root) && bazel-out/host/bin/external/com_google_protobuf/protoc \
--plugin=protoc-gen-go=bazel-out/host/bin/external/com_github_golang_protobuf/protoc-gen-go/protoc-gen-go \
--go_out=ignore_go_package,Mgoogle/protobuf/any.proto=github.com/golang/protobuf/ptypes/any,Mgoogle/protobuf/
compiler/plugin.proto=github.com/golang/protobuf/protoc-gen-go/plugin,Mgoogle/protobuf/
descriptor.proto=github.com/golang/protobuf/protoc-gen-go/descriptor,Mgoogle/protobuf/duration.proto=github.com/
golang/protobuf/ptypes/duration, Mgoogle/protobuf/empty.proto=github.com/golang/protobuf/ptypes/empty, Mgoogle/
protobuf/struct.proto=github.com/golang/protobuf/ptypes/struct,Mgoogle/protobuf/timestamp.proto=github.com/
golang/protobuf/ptypes/timestamp,Mgoogle/protobuf/wrappers.proto=github.com/golang/protobuf/ptypes/
wrappers,Mliulishuo/backend/__example__/grpc/a.proto=git.llsapp.com/common/protos/liulishuo/backend/__example__/
grpc,Mliulishuo/backend/__example__/grpc/b.proto=git.llsapp.com/common/protos/liulishuo/backend/__example__/
grpc,Mliulishuo/backend/__example__/grpc/c.proto=git.llsapp.com/common/protos/liulishuo/backend/__example__/
grpc,Mliulishuo/backend/__example__/grpc/d.proto=git.llsapp.com/common/protos/liulishuo/backend/__example__/
grpc,Mliulishuo/backend/__example__/a.proto=git.llsapp.com/common/protos/liulishuo/backend/
__example__,Mliulishuo/backend/__example__/a_modes.proto=git.llsapp.com/common/protos/liulishuo/backend/
__example__,Mliulishuo/backend/__example__/__example__.proto=git.llsapp.com/common/protos/liulishuo/backend/
__example__,Mliulishuo/backend/__example__/meta.proto=git.llsapp.com/common/protos/liulishuo/backend/
__example__,Mliulishuo/backend/__example__/models.proto=git.llsapp.com/common/protos/liulishuo/backend/
__example__,Mliulishuo/backend/__example__/d.proto=git.llsapp.com/common/protos/liulishuo/backend/
__example__,Mliulishuo/backend/__example__/d_models.proto=git.llsapp.com/common/protos/liulishuo/backend/
__example__,Mgoogle/api/annotations.proto=github.com/googleapis/googleapis/google/api/annotations,Mgoogle/api/
http.proto=github.com/googleapis/googleapis/google/api/annotations,plugins=grpc:bazel-out/darwin-fastbuild/
genfiles \
--proto_path=external/com_google_protobuf/src \
--proto_path=. \
--proto_path=external/com_github_googleapis_googleapis \
liulishuo/backend/__example__/grpc/a.proto \
liulishuo/backend/__example__/grpc/b.proto \
                                                                     liulishuo/backend/__example__/grpc/c.proto \
liulishuo/backend/__example__/grpc/d.proto
```





```
1 package(default_visibility = ["//visibility:public"])
 3 load("@com_llsapp_git_common_bazel//build_rules/grpc/go:rules.bzl", "go_proto_library")
5 filegroup(
       name = "example_grpc_proto",
      srcs = [
 8
           "a.proto",
           "b.proto",
           "c.proto",
10
           "d.proto",
11
12
       ],
13 )
14
15 go_proto_library(
       name = "go_default_library",
16
17
      proto_deps = [
18
           "//liulishuo/backend/__example:go_default_library",
19
           "@com_github_googleapis_googleapis//google/api:annotations",
20
21
       protos = [":example_grpc_proto"],
22
      with_grpc = True,
23
       verbose = 1,
24 )
```

How to use Bazel

Write a WORKSPACE file in project root

```
1 workspace(name = "com_github_yuan_expt")
```

```
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```

```
2 http_archive(
      name = "io_bazel_rules_go",
       sha256 = "feba3278c13cde8d67e341a837f69a029f698d7a27ddbb2a202be7a10b22142a",
      url = "https://github.com/bazelbuild/rules_go/releases/download/0.10.3/rules_go-0.10.3.tar.gz",
6)
8 http_archive(
      name = "bazel_gazelle",
       sha256 = "d03625db67e9fb0905bbd206fa97e32ae9da894fe234a493e7517fd25faec914",
10
      url = "https://github.com/bazelbuild/bazel-gazelle/releases/download/0.10.1/bazel-gazelle-0.10.1.tar.gz",
11
12 )
13
   load("@io_bazel_rules_go//go:def.bzl", "go_register_toolchains", "go_repository", "go_rules_dependencies")
15
16 go_rules_dependencies()
17 go_register_toolchains()
18
19 load("@bazel_gazelle//:deps.bzl", "gazelle_dependencies")
20 gazelle_dependencies()
21
22 go_repository(
      name = "com_github_aws_aws_sdk_go",
23
      commit = "57564ea051fab8ccbb8cac2aff285647a1aeefd1",
24
      #tag = "master",
25
26
       importpath = "github.com/aws/aws-sdk-go",
```

Write a BUILD file in every directory

```
1 package(default_visibility = ["//visibility:public"])
 3 load("@com_github_lingochamp_bazel_essentials//build_rules:go.bzl", "static_go_binary")
 4 load("@io_bazel_rules_go//go:def.bzl", "go_binary", "go_library", "go_prefix")
 6 go_prefix("github.com/lingochamp/coursescript")
 8 go_library(
       name = "go_default_library",
       srcs = ["main.go"],
10
      visibility = ["//visibility:public"],
11
12
       deps = ["//cmd:go_default_library"],
13)
14
15 go_binary(
16
       name = "coursescript",
       library = ":go_default_library",
17
       linkstamp = "git.llsapp.com/cc/coursescript/cmd",
18
19
       visibility = ["//visibility:public"],
20)
```



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```
1 load("@io_bazel_rules_go//go:def.bzl", "go_library", "go_test")
 3 package(
       default_visibility = ["//visibility:public"],
 5)
 6
 7 load("@io_bazel_rules_go//go:def.bzl", "go_library")
 8
 9 go_library(
10
       name = "go_default_library",
11
       srcs = [
12
           "config.go",
           "sort.go",
13
           "time.go",
14
           "utils.go",
15
           "validate.go",
16
17
       ],
18
       deps = [
           "@com_llsapp_git_common_protos//liulishuo/backend/coursescript:services_go_proto",
19
20
       ],
21 )
22
```

```
23 go_test(
       name = "go_default_test",
24
25
       timeout = "short",
26
       srcs = [
27
           "time_test.go",
28
           "config_test.go",
           "utils_text.go",
29
30
           "validate_test.go",
31
       ],
       library = ":go_default_library",
32
33 )
```



workspace name

知识共享平台

target name

```
WORKSPACE com github google protobuf
FILESYSTEM (root)
  PACKAGE (BUILD file)
  RULE protoc (cc_binary)
  RULE protobuf (cc_library)
  RULE protobuf-java (java_library)
```



build //...
build //:demo
run //:demo
test //:demo_test

```
# cross compile
```

bazel build --experimental_platforms=@io_bazel_rules_go//go/toolchain:linux_amd64 //:demo

list all targets

bazel query @com_github_grpc_grpc//... --output

label_kind

ignore dir

bazel build //... -//ignored_dir/...

```
# protoc
```

bazel run @com_github_google_protobuf//:protoc -- -help

run gazelle

bazel run //:gazelle

query deps

bazel query "rdeps(deps(//examples/...), @com_lls//:zlib)"

Bazel build //:Go

cd <your_go_project> && rm -rf vendor





Warning! 行走江湖稳为先 rm -rf 要三思

Go rules for Bazel

github.com/bazelbuild/rules_go



Support





- libraries -> go_library
- binaries -> go_binary
- tests -> go_test
- vendoring
- cgo
- cross compilation
- auto generating BUILD files via gazelle
- protocol buffers

Do not support

- bazel-style auto generating BUILD (where the library name is other than go_default_library)
- C/C++ interoperation except cgo (swig etc.)
- coverage

bazelbuild/bazel-gazelle





github.com/lingochamp/bazel_essentials

三步走:)

- 1. Add WORKSPACE file in your project root
- 2. Run bazel run //:gazelle to gen BUILD
- 3. bazel run //:gazelle -- update-repos to add deps

DEMO

build astaxie/beego with bazel

Terminal — -zsh — 111×36 + -zsh -zsh

!10148 [16:00:58] ~ \$





Go & Versioning

Posted on Tuesday, February 20, 2018.

These are the posts in the "Go & Versioning" series.

- "Go += Package Versioning" [PDF].
- "A Tour of Versioned Go (vgo)" [PDF].
- "Semantic Import Versioning" [PDF].
- "Minimal Version Selection" [PDF].
- "Reproducible, Verifiable, Verified Builds" [PDF].
- "<u>Defining Go Modules</u>" [<u>PDF</u>].
- "Versioned Go Commands" [PDF].

The official Go proposal is at https://golang.org/issue/24301.

- 1. [x] Packages Versioned
- 2. [x] Verifiable and verified builds
- 3. [x] Work outside \$GOPATH

Minimal Version Selection?

简单点,处理的方式简单点

又不是个演员,别设计那些情节

最新版 master/HEAD

指定 commit

- Remote Caching (buchgr/bazel-remote)
- Remote Execution (bazelbuild/bazel-buildfarm)



build Dockerbuild Androidbuild iOSbuild Web





Build and test software of any size, quickly and reliably



流利说使用 Bazel 中遇到的问题

#1 不能每次都从 master/HEAD pull 最新代码

Skylark

https://github.com/lingochamp/bazel_essentials/blob/master/build_rules/lls.bzl



```
1 """Repository rules for pulling liulishuo repositories."""
3 load("@io_bazel_rules_go//go:def.bzl", "go_repository")
19
20 def _lls_repository_head_impl(ctx):
     result = ctx.execute([
         ctx.path(ctx.attr._fetch_repo),
22
         "--dest", ctx.path(""),
23
24
         "--remote", ctx.attr.remote,
25
         "--rev", _fetch_commit(ctx, ctx.attr.remote, "refs/heads/master"),
         "--vcs", "git",
26
27
         "--importpath", ctx.attr.importpath,
28
    ])
    if result.return_code:
29
       fail("%s: failed to fetch from repo %s, err: %s" % (ctx.name, ctx.attr.remote, result.stderr))
30
31
32 _lls_repository_head = repository_rule(
       implementation = _lls_repository_head_impl,
33
34
       attrs = {
35
           "importpath": attr.string(mandatory = True),
           "remote": attr.string(mandatory = True),
36
37
           "_fetch_repo": attr.label(
               default = Label("@io_bazel_rules_go_repository_tools//:bin/fetch_repo"),
38
39
               allow_files = True,
               single_file = True,
40
               executable = True,
41
42
               cfg = "host",
43
           ),
44
       },
       # Fetch the repository everytime env BAZEL_RUNID changes.
       environ = ["BAZEL_RUNID"],
46
47 )
```



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https://github.com/lingochamp/bazel_essentials/blob/master/build_rules/lls.bzl

```
48
49 def lls_repository(name, path, commit=None, tag=None, use_local_version=0):
     """A liulishuo repository.
51
    If neither commit nor tag is specified, which should be the default case, then
     we pull the refs/heads/master from the repository for each build. This ensures
53
     that any internal change propagates to all the other repositories.
54
55
56
     name: (string) Name of the repository.
     path: (string) Name relative to git.llsapp.com. E.g.,
57
       git.llsapp.com/common/protos will have path name common/protos.
58
     commit: (string) Commit.
60
     tag: (string) Tag.
    use_local_version: (int) If 1, use the local mirror of the repository. This
61
       assumes that the local folder structure mirrors that one on gitlab.
62
63
64
    if use_local_version:
       return native.local_repository(
65
66
           name = name,
67
           path = ".../.../" + path,
68
69
     importpath = "git.llsapp.com/" + path
     remote = "git@git.llsapp.com:" + path + ".git"
     if commit or tag:
       # This is a temporary hack as only go_repository supports pulling code using
72
       # git@... protocol. Bazel only supports https, which happens to be not
73
       # supported by our gitlab: (.)
74
75
76
       # TODO(yi.sun): Figure out a way to always pull the master head.
       return go_repository(
77
           name = name,
           importpath = importpath,
79
```

```
80
           remote = remote,
           vcs = "git",
81
82
           commit = commit,
83
           tag = tag,
84
85
86
     # No commit or tag specified, just pull from the master
87
     return _lls_repository_head(
88
         name = name,
         importpath = importpath,
89
90
         remote = remote,
91
```



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\$ export BAZEL_RUNID=\$RANDOM

DEBUG: /private/var/tmp/_bazel_lenage/9643b246fad34c1c5881e264d9c030e9/external/
com_github_lingochamp_bazel_essentials/build_rules/lls.bzl:16:5: com_llsapp_git_common_bazel: ref refs/
heads/master from repo git@git.llsapp.com:common/bazel.git is at 9ecefda5d856726787d79faae88c223cb2305ebf

DEBUG: /private/var/tmp/_bazel_lenage/9643b246fad34c1c5881e264d9c030e9/external/com_llsapp_git_common_bazel/build_rules/requires.bzl:53:5: com_github_madler_zlib: date is 2013-04-28 before 2015, consider updating.

DEBUG: /private/var/tmp/_bazel_lenage/9643b246fad34c1c5881e264d9c030e9/external/
com_llsapp_git_common_bazel/build_rules/requires.bzl:53:5: com_google_code_gson_gson: date is 2014-08-11
before 2015, consider updating.

DEBUG: /private/var/tmp/_bazel_lenage/9643b246fad34c1c5881e264d9c030e9/external/
com_llsapp_git_common_bazel/build_rules/requires.bzl:53:5: junit_junit_4: date is 2014-12-04 before 2015,
consider updating.

DEBUG: /private/var/tmp/_bazel_lenage/9643b246fad34c1c5881e264d9c030e9/external/
com_llsapp_git_common_bazel/build_rules/grpc/protobuf/internal/proto_compile.bzl:329:5:

#2 上手 bazel 比较慢

Codelab: Bazel + GRPC

README.md

Codelab for Bazel + GRPC

This codelab demonstrates how to use Bazel to properly build GRPC services in various languages.

After this codelab, you should feel comfortable

- Using Bazel;
- Writing protocol buffers for GRPC services;
- Implementing services in C++, Go, Python or Java;
 - Usage of other programming languages are most strongly discouraged.
- Writing unit and regression tests, and running them as part of CI.



#3 第三方依赖问题

```
17 load("@com_github_lingochamp_bazel_essentials//build_rules:github.bzl", "github_http_archive", "github_go_repository")
18 load("@com_github_lingochamp_bazel_essentials//build_rules:lls.bzl", "lls_repository")
19
20 lls_repository(
       name = "com_llsapp_git_common_bazel",
21
       path = "common/bazel",
22
23 )
24
25 load("@com_llsapp_git_common_bazel//build_rules/grpc/go:rules.bzl", "go_proto_repositories")
64
65 github_go_repository(
       name = "com_github_qiniu_x",
66
67
      # 2015-07-21
68
       commit = "946c4a16076d6d98aeb78619e2bd4012357f7228",
69
       package = "qiniu/x",
70 )
71
72
```

\$ bzb @com_github_qiniu_x//...

```
ERROR: /private/var/tmp/_bazel_lenage/f1f0f8f5b66c92414ecb10226f21ed13/
external/com_github_qiniu_x/xlog.v7/BUILD.bazel:3:1: no such package
'@com_qiniupkg_x//reqid.v7': The repository could not be resolved and referenced by '@com_github_qiniu_x//xlog.v7:go_default_library'
```

ERROR: Analysis of target '@com_github_qiniu_x//
xlog.v7:go_default_library' failed; build aborted: no such package
'@com_qiniupkg_x//reqid.v7': The repository could not be resolved

INFO: Elapsed time: 11.576s

FAILED: Build did NOT complete successfully (17 packages loaded)

```
1 workspace(name = "com_llsapp_git_cc_coursescript")
 3 http_archive(
      name = "com_github_lingochamp_bazel_essentials",
55
56 # NOTE(yuan): since qiniu using different import path in same package,
57 # so we need to duplicate deps to fix it
58 github_go_repository(
      name = "com_qiniupkg_x",
59
60
       importpath = "qiniupkg.com/x",
      # 2015-07-21
61
       commit = "946c4a16076d6d98aeb78619e2bd4012357f7228",
62
63
       package = "qiniu/x",
64 )
66 github_go_repository(
       name = "com_github_qiniu_x",
67
       # 2015-07-21
68
       commit = "946c4a16076d6d98aeb78619e2bd4012357f7228",
69
70
       package = "qiniu/x",
71 )
72
73
```





16 code results in qiniu/x

config.v7/load_conf.go

Showing the top match Last indexed on 20 Sep 2016

```
package config

import (
    "bytes"

    "encoding/json"

    "flag"

    "io/ioutil"

"qiniupkg.com/x/log.v7"
```

rpc.v7/gob/gobrpc_client.go

Showing the top match Last indexed on 20 Sep 2016

```
"strconv"

10

11     "qiniupkg.com/x/rpc.v7"

12

13     . "golang.org/x/net/context"
```

如果你想折腾 Go 和 bazel 欢迎来流利说:p



Thank you & Questions