

Getting Started with the Kosha SDK in Go

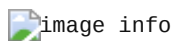
What you'll learn

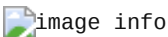
[x] How to interact with the Kosha user interface to obtain the client library in Golang [x] How to add the Kosha client library to your project [x] How to programmatically connect to a Kosha endpoint using the client SDK

Installation

Download the SDK

1. Navigate to **My Connectors** in the Connectors tab and click into your connector of choice.
2. Click into Usage & SDK
3. You should see this screen with a variety of language options presented.

image info

4. Click on Go and select the option to download its SDK. 

Install Into Project

1. Unzip the Go SDK into your project

```
tar -xvf <generated_client>.zip -C <your_project_directory>
```

NOTE: There is no need to modify code in the client library.

2. Download all go client dependencies

```
go mod tidy
go mod download
```

Import and Configure

```
package main

import (
    "fmt"
    "github.com/kosha/go-sdk/openapi"
)

func main() {
    cfg := &openapi.Configuration{
        DefaultHeader: make(map[string]string),
        UserAgent:     "OpenAPI-Generator/1.0.0/go",
        Servers: openapi.ServerConfigurations{
            {
                URL: "https://<your_connector_name>.<your_company>.dev.kosha.app",
                Description: "No description provided",
            },
        },
        OperationServers: map[string]openapi.ServerConfigurations{},
    }
```

```
}

client := openapi.NewAPIClient(cfg)
res := openapi.<endpoint>{
    ApiService: client.<your-api-service>,
}
_, response, err := res.Execute()
if err != nil {
    fmt.Println("error: %v", err)
}
fmt.Println(response)
}
```