

# Go CLI Playbook

## Introduction



**Michael Van Sickle**

@vansimke



# Overview



**Targeted Go Versions**

**The Purpose of This Course**

**Who is This Course For?**

**How to Navigate This Course**

**Course Overview**



# Version Check



**This course was created by using:**  
– Go 1.21



# Version Check



**This course is 100% applicable to:**

- Go 1.21 and higher



# Not Applicable

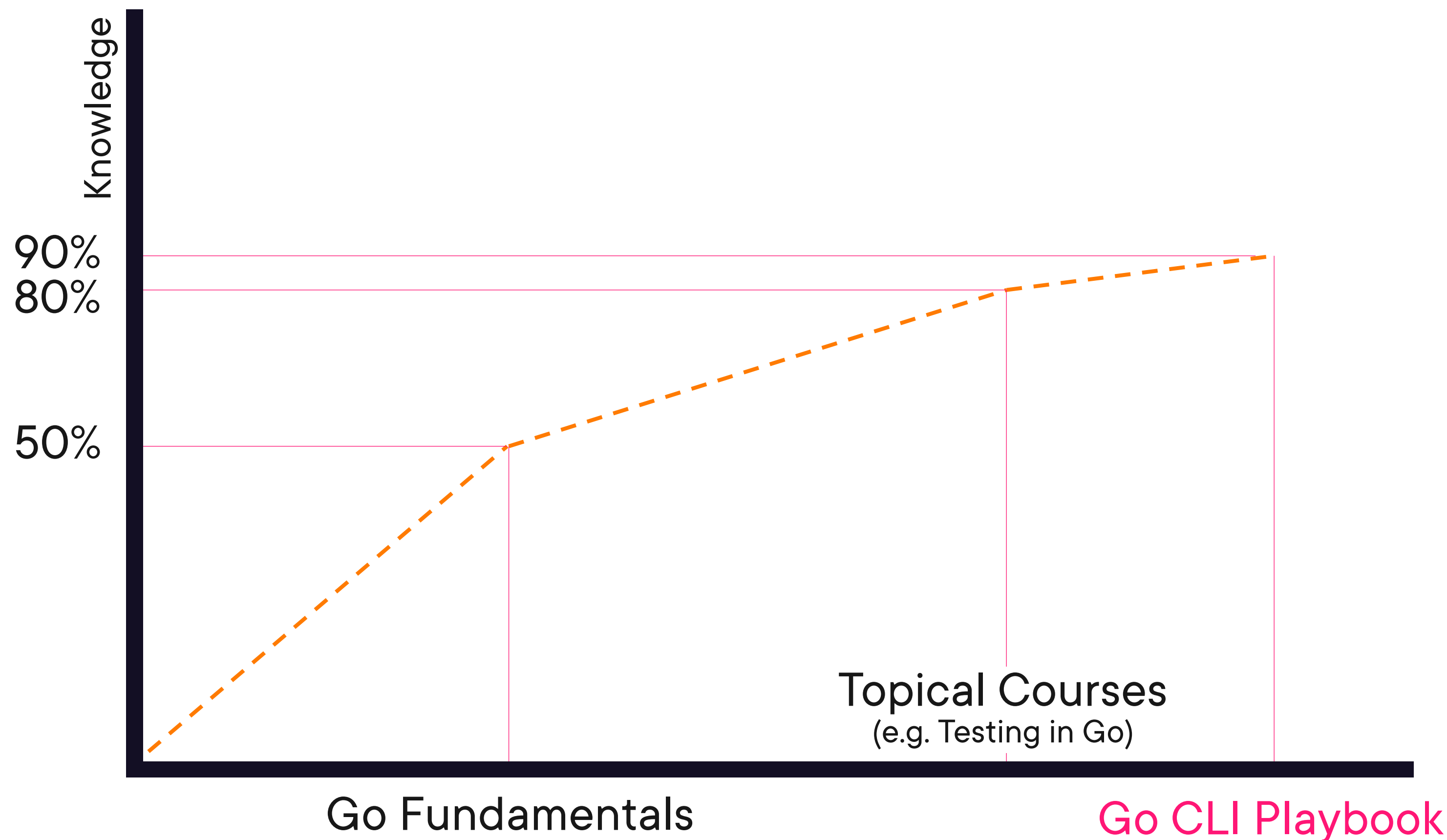


**This course is NOT applicable to:**

- Go 1.20 and before



# The Purpose of This Course



# The Purpose of This Course



**Build upon solid technical and engineering foundation**



**Reference guide for less frequently used features**



**Focus on demonstrations, not concepts**





# Who is This Course For?

Create full Go programs of moderate complexity

Looking to expand flexibility of Go projects

Willing to learn via demonstrations





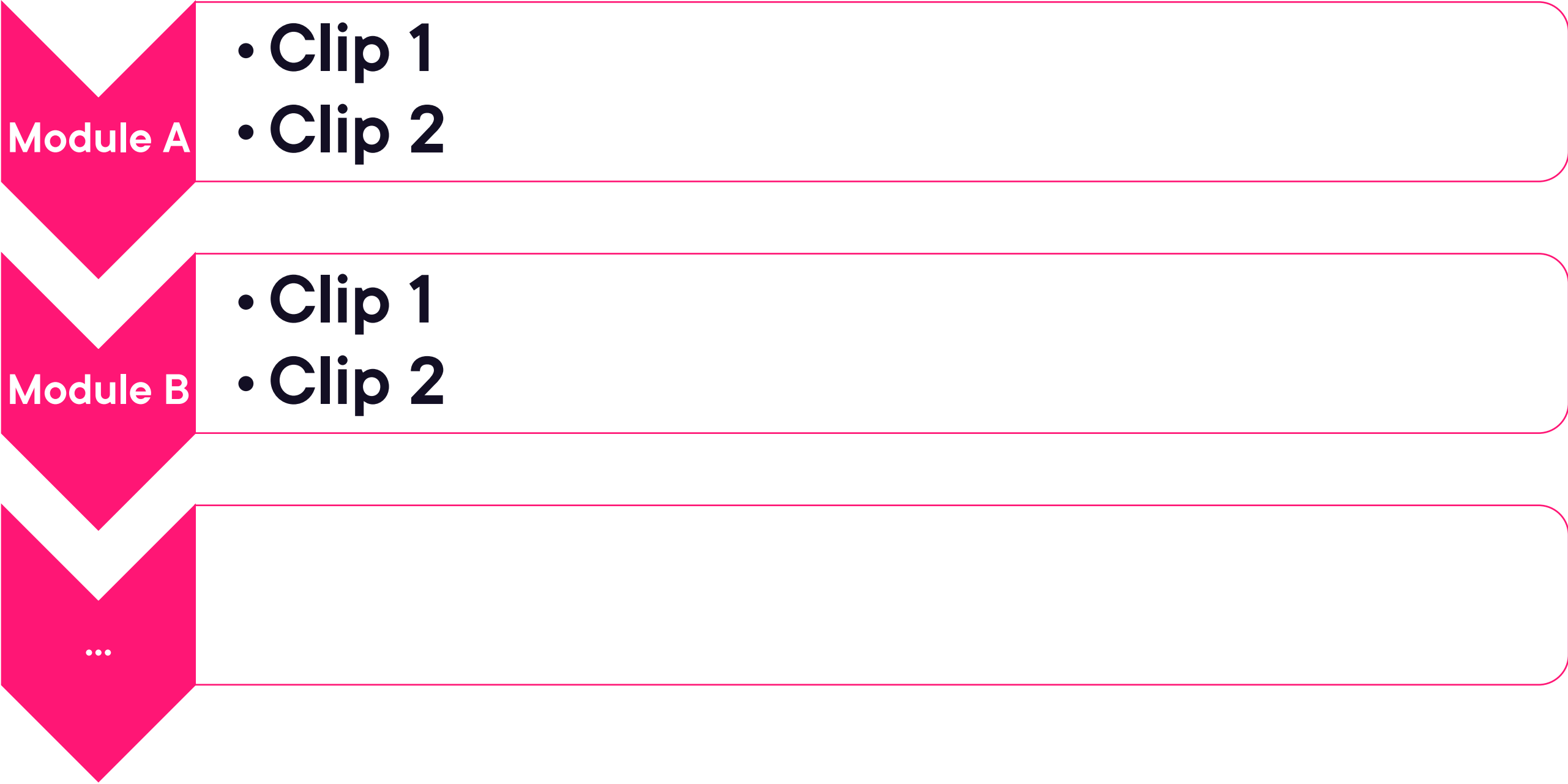
# How to Navigate This Course

Think “encyclopedia”,  
not “novel”



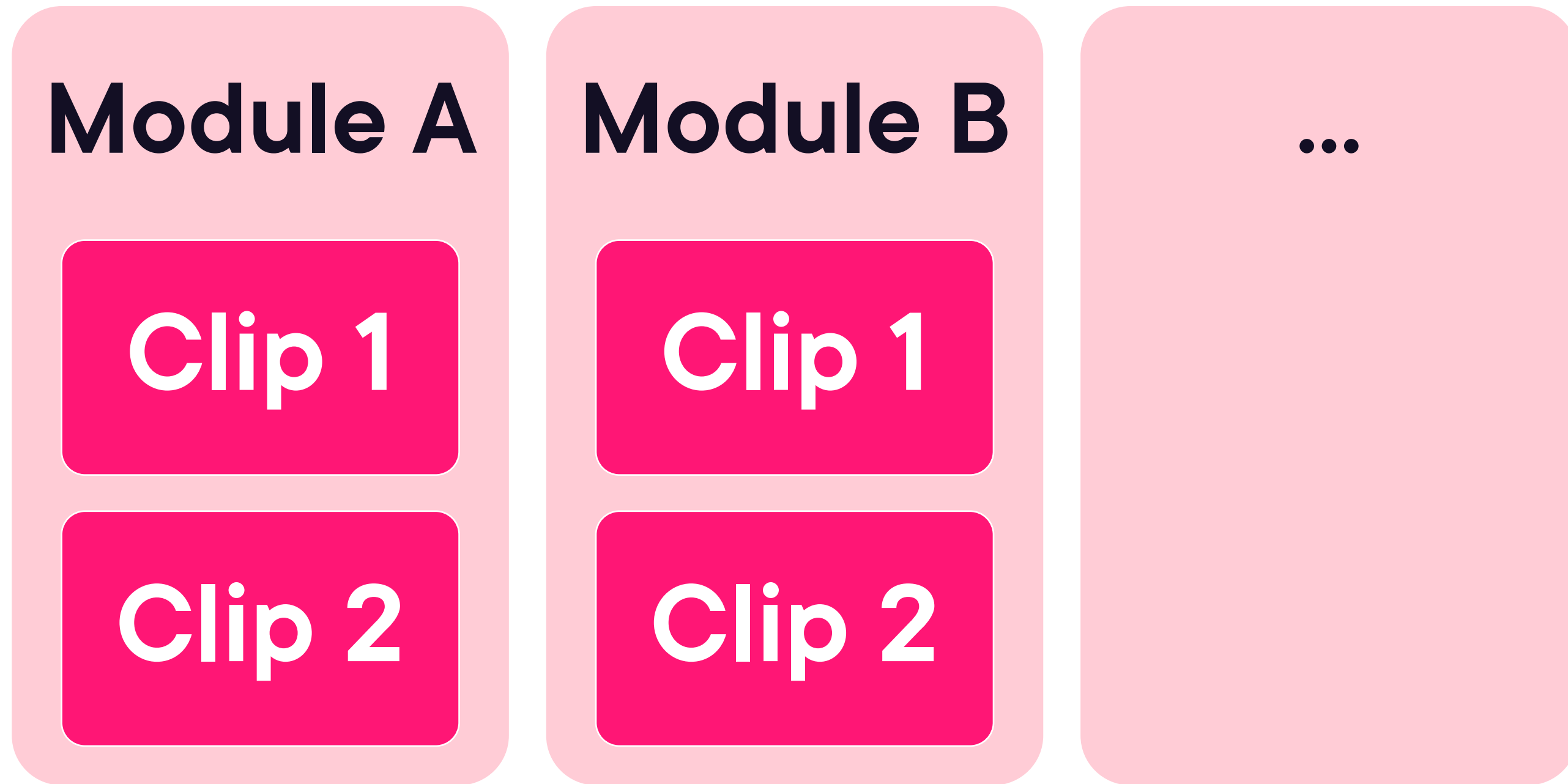
# How to Navigate this Course

## A Typical Pluralsight Course



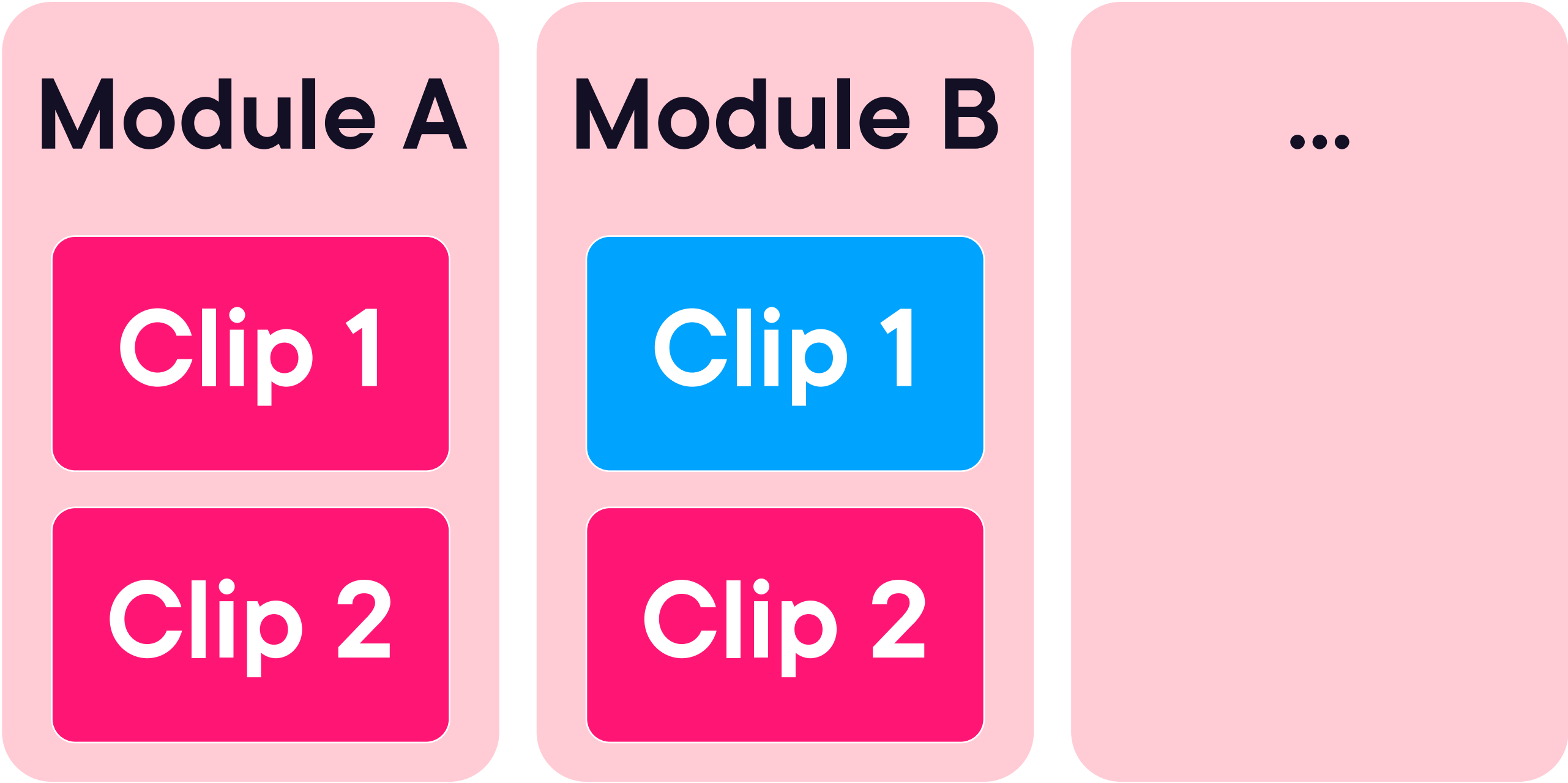
# How to Navigate this Course

## Playbook Courses



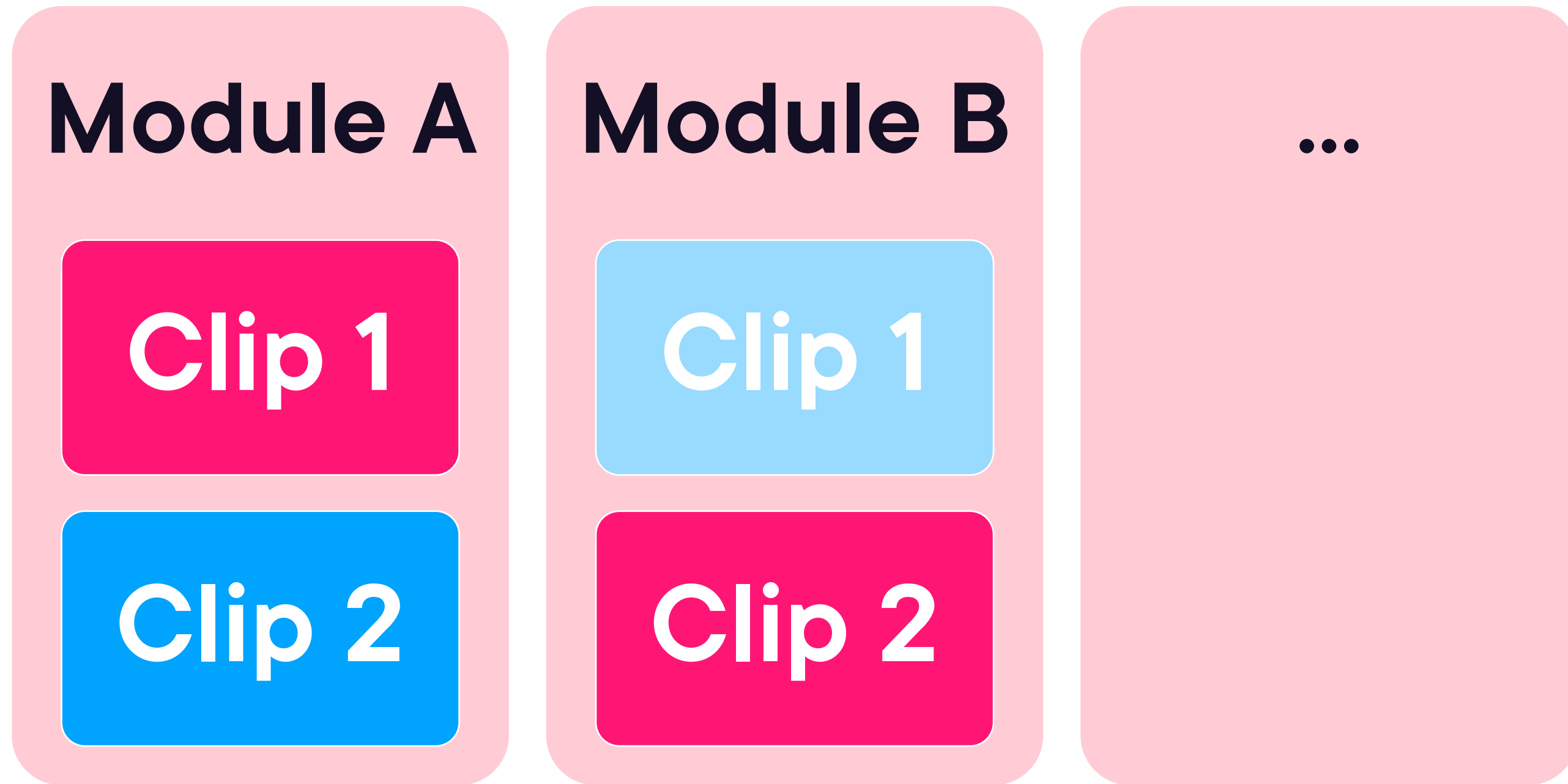
# How to Navigate this Course

## Playbook Courses



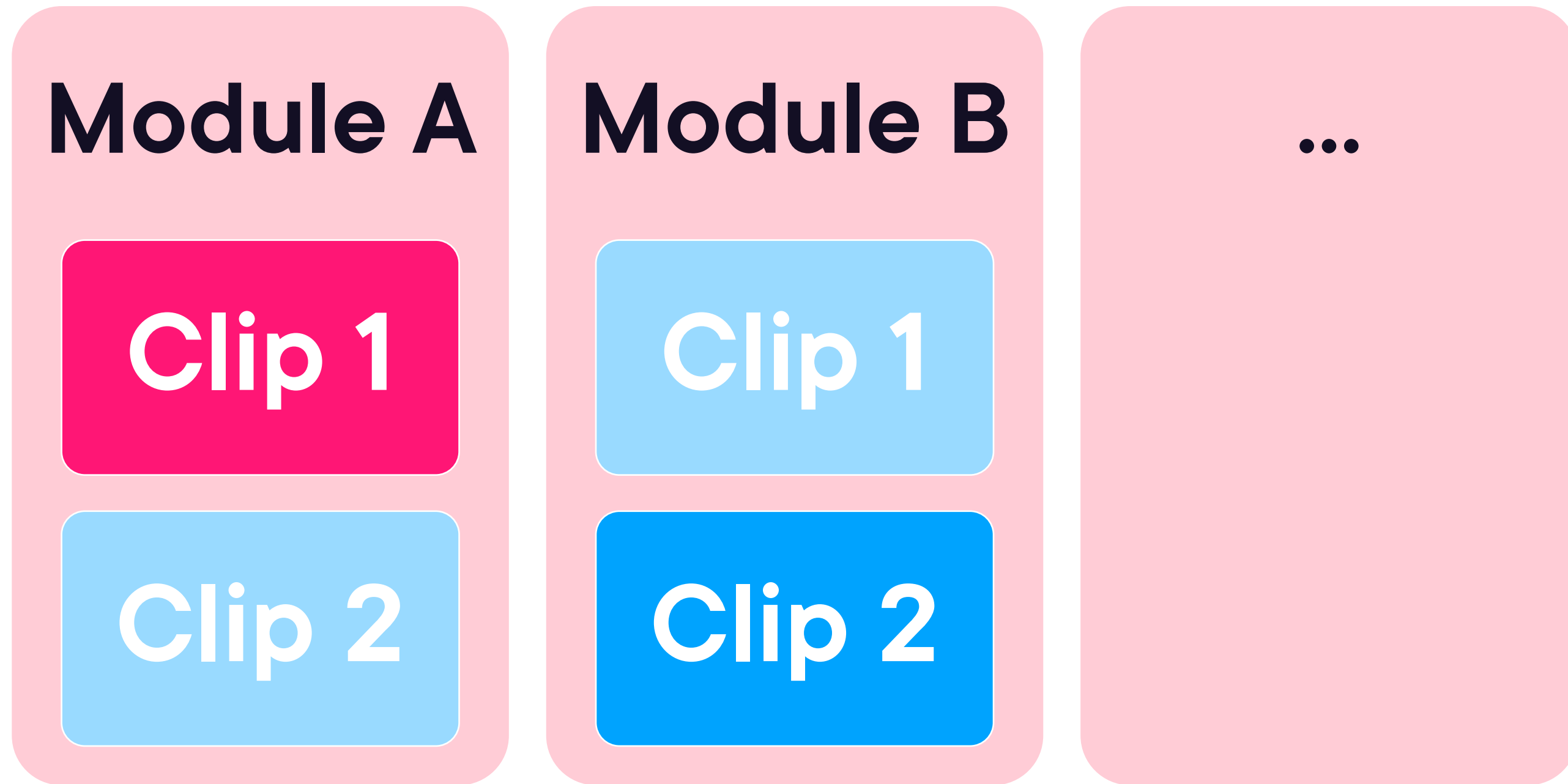
# How to Navigate this Course

## Playbook Courses



# How to Navigate this Course

## Playbook Courses



# Course Overview



**Modifying the Build Environment**

**Building Shared Libraries**

**Modifying the Runtime Environment**

**Managing Projects**

**Inspecting Projects**

