

1 Golang CheatSheet

LANGUAGES

- PDF Link: [cheatsheet-golang-A4.pdf](#), Category: languages
- Blog URL: <https://cheatsheet.dennyzhang.com/cheatsheet-golang-A4>
- Related posts: Ruby CheatSheet, Python CheatSheet, #denny-cheatsheets

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1.1 Golang Conversion

Name	Comment
Convert string to int	<code>i, _ := strconv.ParseInt("12345", 10, 64)</code>
Convert string to int	<code>i, err := strconv.Atoi("-42")</code>
Convert string to list	<code>L := strings.Split("hi,golang", ",")</code>
Convert string to []byte	<code>[]byte("abcXX")</code>
Convert string to byte	<code>byte(str1[])</code>
Convert string to float32	<code>f, _ := strconv.ParseFloat("3.1415", 32)</code>
Convert int to float32	<code>0.5*float32(age)+7>= float32(age2)</code>
Convert int to string	<code>s := strconv.Itoa(-42)</code> . Notice: not <code>=string(-42)</code>
Convert rune to string	<code>string(rune1)</code>
Convert string list to string	<code>strings.Join(list, ", ")</code>
Convert int list to string	<code>fmt.Sprintf("%s", 1)</code>
Convert list to byte	<code>byteI := byte(65)</code>
Convert byte to int	<code>int(byte('a'))</code>
Convert byte to string	<code>string(byte('a'))</code>
Convert bytes to string	<code>string([]byte("abcXX"))</code>
Convert int32 to int32 Pointer	<code>func int32Ptr(i int32) *int32 { return &i }</code>
Convert string[] to string	<code>strings.Join([]string{"a", "b"}, ",")</code>
Format string	<code>fmt.Sprintf("At %v, %s", e.When, e.What)</code>
Format string	<code>fmt.Printf("int: %d, float: %f, bool: %t\n", 123, 78.9, true)</code>

1.2 Golang Quality Improvement Tools

Name	Comment
gosec	Golang security checker, <code>gosec ./...</code>
golanci-lint	lint check, <code>golint</code>
errcheck	errcheck checks that you checked errors, <code>errcheck ./...</code>
delve	Delve is a debugger for the Go programming language.
ginkgo	BDD Testing Framework for Go
mock	GoMock is a mocking framework for Golang
envtest	provides libraries for integration testing by starting a local control plane
go-junit-report	Convert go test output to junit xml
gocover-cobertura	go tool cover to XML (Cobertura) export tool
gocovmerge	Merge coverprofile results from multiple go cover runs

1.3 Golang Dependencies

Name	Comment
goimports	updates your Go import lines, adding missing ones and removing unreferenced ones
dep	Go deps, now recommend <code>go modules</code>
Install go dep	<code>go get -u github.com/golang/dep/cmd/dep</code>
Go modules	export <code>GO111MODULE=on</code> , <code>go mod download</code>
initialize new module in current directory	<code>go mod init XXX</code>
download modules to local cache	<code>go mod download</code>
make vendored copy of dependencies	<code>go mod vendor</code>
add missing and remove unused modules	<code>go mod tidy</code>
Reference	Link: Using Go Modules

1.4 Golang Errors

Name	Comment
... does not support indexing	<code>*variable[0] -> (*variable)[0]</code>

1.5 Golang Common

Name	Comment
Upgrade golang to 1.12 in mac	<code>brew upgrade go, go version</code>
Reference	Link: The Go Programming Language Specification

1.6 Golang Code Structure & Common Algorithms

Name	Comment
Online Go Playgroud	https://play.golang.org/
One line if statement	<code>if a >= 1 { fmt.Print("yes") }</code>
Declare variables with initializers	<code>var ischecked, v, str = false, 2, "yes!"</code>
goroutine	Define functions to run as distince subprocesses
switch	<code>code/example-switch.go</code>
queue	Leetcode: Number of Recent Calls
bfs	<code>code/tree-bfs.go</code>
trie tree	<code>code/tree-trie.go</code>

1.7 Syntax Sugar: From Python To Golang

Name	Python	Golang
sum slice	<code>sum([1, 2, 3])</code>	<code>sum := 0; for i := range nums { sum += nums[i] }</code>
Get last item	<code>nums[-1]</code>	<code>nums[len(nums)-1]</code>
For	<code>for i in range(10):</code>	<code>for i := 0; i < 10; i++</code>
Loop list	<code>for num in [1, 2]</code>	<code>for num := range []int{1, 2} { fmt.Print(num) }</code>
Loop string	<code>for ch in str:</code>	<code>for _, ch := range str { fmt.Print(ch) }</code>
Iterator	<code>for num in nums:</code>	<code>for _, num := range nums {fmt.Print(num)}</code>
While	<code>while isOK:</code>	<code>for isOK</code>
Check ch range	<code>ord(ch) in range(ord('a'), ord('z')+1)</code>	<code>ch >='a' && ch <='z'</code>
Get min	<code>min(2, 6, 5)</code>	
Check is nil	<code>root is None</code>	<code>root == nil</code>
Reverse list	<code>nums[::-1]</code>	Need to create your own function. Weird!

1.8 Surprises In Golang

Name	Comment
Modulus returns negative numbers	In golang, <code>-3 % 2 == -1</code>

1.9 Golang Array/List/Slice

Name	Comment
Make a array	<code>var a [2]string; a[0]="hello"; a[1]="world"</code>
Create array with given values	<code>l := [6]int{2, 3, 7, 5, 11, 13}</code>
Create array with given values	<code>l := []string{"a", "c", "b", "d"}</code>
Create dynamically-sized arrays	<code>a := make([]int, 5)</code>
Create dynamically-sized arrays	<code>a := make([]int, 1, 5) // 5 is capacity</code>
Sort string array	<code>sort.Strings(l); fmt.Print(l)</code>
Sort int array	<code>sort.Ints(l) //in-place change</code>
Golang sort one array by another array	Leetcode: Largest Values From Labels
Sort in descending order	<code>sort.Sort(sort.Reverse(sort.IntSlice(keys)))</code>
Append item	<code>l = append(l, "e")</code>
Append items	<code>l = append(l, "e", "b", "c")</code>
Append item to head/prepend	<code>l = append([]string{"a"}, l...)</code>
Remove last item	<code>l = l[:len(l)-1]</code>
Remove item by index	<code>l = append(l[0:1], l[2:]...)</code>
Slices of a array	<code>var l2 = l[1:3] // Notice: it's a reference</code>
Copy a list	<code>b := make([]int, len(a)); copy(b, a)</code>
Join two lists	<code>l1 = append(l1, l2...)</code>
Use pointer of array list	code/pointer-array.go

1.10 Golang String

Name	Comment
Format string	<code>fmt.Sprintf("At %v, %s", e.When, e.What)</code>
Format string	<code>fmt.Printf("int: %d, float: %f, bool: %t\n", 123, 78.9, true)</code>
Padding zero	<code>fmt.Printf("%02d:%02d", 2, 10)</code>
Split string	<code>var L = strings.Split("hi,golang", ",")</code>
Replace string	<code>var str2 = strings.Replace("hi,all", ",", ";", -1)</code>
Replace string	<code>strings.Replace("aaaa", "a", "b", 2) //bbaa</code>
Split string by separator	<code>strings.Split(path, " ")</code>
Count characters	<code>strings.Count("test", "t")</code>
Substring	<code>strings.Index("test", "e")</code>
Join string	<code>strings.Join([]string{"a", "b"}, "-")</code>
Repeat string	<code>strings.Repeat("a", 2) // aa</code>
Lower string	<code>strings.ToLower("TEST")</code>
Trim whitespace in two sides	<code>strings.TrimSpace("\t Hello world!\n ")</code>
Trim trailing whitespace	<code>strings.TrimRight("\t Hello world!\n ", "\n ")</code>
Concat string	<code>fmt.Sprintf("%s%s", str1, str2)</code>
Reference	Link: package strings

1.11 Golang Integer/Float

Name	Comment
Int max	<code>MaxInt32 = 1<<31 - 1</code> golang math
Int min	<code>MinInt32 = -1 << 31</code> golang math
Pass int as reference	sample code

1.12 Golang Env

Name	Comment
<code>GOPATH</code>	It is called as the workspace directory for Go programs
<code>GOROOT</code>	The location of your Go installation. No need to set any more
<code>go env</code>	Show a full list of environment variables
Reference	Link: <code>GOPATH</code> , <code>GOROOT</code> , <code>GOBIN</code>

1.13 Golang Package management

Name	Comment
go mod	Link: go modules
go get fix	G0111MODULE=off go get -fix ./...
go mod replace url	go mod edit -replace...

1.14 Golang Ascii

Name	Comment
get character ascii	byte('0')
ascii offset	fmt.Println(string('B' + byte('a')-byte('A')))

1.15 Golang Dict/Hashmap/Map

Name	Comment
Create dict	map[string]int{"a": 1, "b": 2}
Create dict	make(map[string]int)
Check existence	_, ok := m[k]
Delete key	delete(m, "k1")
Create a map of lists	m := make(map[string][]string)
Get keys of a map	Loop the dictionary and append the key to a list

1.16 Golang Goroutines

Name	Comment
Basic goroutine	code/example-goroutine.go

1.17 Golang Interface

Name	Comment
Hash map with both key and value dynamic	map[interface{}]interface{}
Define and use interface	code/example-interface.go
Convert map[interface {}]interface {} to map[string]string	code/interface-conversion.go

1.18 Golang Files & Folders

Name	Comment
Read files	code/example-read-file.go
Write files	code/example-write-file.go

1.19 Golang Bit Operator & Math

Name	Comment
Shift left	fmt.Print(1 « 10) // 1024
Shift right	fmt.Print(1024 » 3) // 128
pow(2, 3)	int(math.Pow(2, 3)) // Default is float64
sqrt	math.Sqrt(100)

1.20 Golang BDD Testing

Name	Summary
ginkgo	BDD Testing Framework for Go http://onsi.github.io/ginkgo/
Ubuntu install ginkgo	apt-get install golang-ginkgo-dev
gomega	Ginkgo's Preferred Matcher Library
Add tags to tests	// +build availability, go test -v --tags=availability ./test/e2e/...

1.21 Golang Misc

Name	Comment
Golang sleep	<code>time.Sleep(4* time.Second)</code>
Golang logging	<code>import "log", log.Print, log.Fatal(err)</code>
Golang print function name	<code>runtime.Callers</code>

1.22 More Resources

<https://play.golang.org/>
<https://tour.golang.org/list>
<https://golang.org/doc/>
<https://github.com/a8m/go-lang-cheat-sheet>
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