Program 1

* Purpose
  + Introductory “Hello World” program
* Data Structures
  + N/A
* Features Demonstrated
  + Input / Output

Program 2

* Purpose
  + Queue Implementation
* Data Structures
  + Queue
* Features Demonstrated

Program 3

* Purpose
  + Server-Client Message system
* Data Structures
  + N/A
* Features Demonstrated
  + Demonstration of golangs ‘net’ package to create a server-client code

Program 4

* Purpose
  + Server-Client Messaging Queue
* Data Structures
  + Queue
* Features Demonstrated
  + Combining the previous 2 programs, we will attempt to implement a Server-Client Messaging queue