**Go Language Training – McClatchy**

1

\* features of Go language

\* go pre setup environment variables

\* general purpose environment variables

\* go setup

\* go commands

\* cross compilation with go

2

\* hello world

\* package statement

\* importing external packages

\* data hiding and package level member access

\* program start point

\* building with go

\* running go programs

\* hands on exercise

3

\* first function

\* variable assignment

\* new variable assignment

\* multiple variable assignment

\* Working with Strings

\* hands on exercise

4

\* pointers

\* parameters

\* return values

\* multiple return values

\* hands on exercises

5

\* Error handling, Panic, Recover

\* Defer

6

\* slices and arrays

\* getting parts of a slice

\* appending slices

\* variadic functions; use of the ... operator

\* hands on exercises

7

\* structs

\* struct members

\* anonymous struct members

\* hands on exercises

8

\* structs and pointer to structs

\* writing functions on structs

\* how structs take the place of objects

\* hands on exercises

9

\* interfaces

\* implicitness of interfaces

\* hands on exercises

10

\* near OO programming

\* data hiding

\* struct extension

\* polymorphism

\* hands on exercises

11

\* concurrency and parallelism

\* concurrency with goroutines

\* hands on exercises

12

\* async and wait

\* channels

\* coordinating channels

\* channel timeout

\* hands on exercises

13

\* writing a web application

\* using gorilla and default http package basics only

\* writing a get function

\* writing a post function

\* hands on exercises

14

\* dependency management and godeps