

# Go2 status

This page tracks the status of "Go 2".

We are currently seeking feedback on potential designs for improved error handling, error values, and generics:

- [Announcement of Go2 Draft Designs](#)
- [Go2 Error Handling, Generics, and Error Values](#)

## Bugs

- [Open Go2 bugs](#)

## Talks

- [GopherCon 2017: Russ Cox - The Future of Go](#)
- [GopherCon Russia 2018: Brad Fitzpatrick - Go: Looking back and looking forward](#) (Go2 stuff is at about 20 minutes in)
- [Sydney Golang Meetup - Rob Pike - Go 2 Draft Specifications](#)

## Scope

From talk above:

- "maybe three major changes"
- plus minor housekeep tasks
- TBD

Examples of major changes:

- [versioning](#)
- [generics?](#)
- [simplified, improved error handling?](#)
- ...

Examples of housekeeping:

- [Open Go2Cleanup bugs](#) (please don't add this label to things without discussion)

## Compatibility

We do not want to break the ecosystem. Go 1 and Go 2 code must be able to interoperate in programs with ease.

## Standard library

The standard library would probably be versioned and permit out-of-cycle updates, but be included with Go releases. Maybe "encoding/foo" become shorthand for "golang.org/x/std/encoding/foo". TBD. Some package would probably get v2 major versions, but the v1 versions would be minimally maintained, at least for security.

## Roadmap

TBD