This coding project was coded in Go, a language that I had never even heard of until it was mentioned. We had never learned any Go language at all, so going into this project, we had to learn everything from scratch. If you look in the code, you will see that I even gave credit to a couple of websites that I used to help learn the basics of Go. Having been a self-taught language and only using it once, I thoroughly enjoyed using it and would have no problem continuing to learn more about the language and using it for more projects.

For this project specifically, I had the help of one other person. Together, we were tasked with reading a file from a website URL, given via command line, and searching through the raw data in that file to see if there were any jpg files hidden in it. We did this by breaking up the data into chunks of 512 bytes per slice. For each slice, we looked at the first few characters to see if they matched the jpg header, which was \xff\xd8\xff. This unique string of characters identifies that a jpg file is present in the following data. If we found that unique header, we just wrote the data to an outfile that was dynamically created so that multiple jpgs could be created. The end result was several jpgs that could be viewed as normal images, rather than a bunch of jumbled-looking raw data.

For the sake of simplicity, this project was run with one single card.raw file that was given to us beforehand for testing purposes. The URL file extraction did still work in the end, but we only ever retrieved the same file from the same URL.