Code blocks example

```
Package main
import(
“fmt”
)

Func main(){
      fmt.Println(“This is Cool”)
}
```

Intro to Google Go

Google Cloud

Synopsis

The Intro to Google Go (golang) Talk covers the basics of the Google Go language. It also includes how to setup your development environment, build your first Go app, and covers Google Go strengths. We will also dive deeper into the aspects of Google Gos strengths such as portability, concurrency, and interfaces. The talk is one day in length. Audiences that benefit the most are automators, system administrators, and developers with 0-4 years experience.

Schedule

Hello, World (9 to noon)	Workstation setup (Go, IDE), your first app, language overview and exercises
Concurrency (1:30 - 2:30)	Develop a basic understanding of two of the most valuable features in Golang
Golang Challenge (2:30 - 3:30)	Write some code for fame and bragging rights
Mini Hackathon (3:30 - 5:30)	Write some code together to and run it on appengine.
Wrap Up (30 minutes)	References, books, blogs, and getting help

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Workstation setup

01

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Setup Go

- Install Go for your platform from https://golang.org/dl/
- Set up you folder structure https://golang.org/doc/code.html
- (Your Home Folder) / (gopath folder)
  - /src
  - /pkg
  - /bin
- This training will do all of its work under the src folder.

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IDE Install Your Favorite IDE

- **Atom** - https://atom.io
- **Visual Studio Code** - https://code.visualstudio.com/ (Recommended for Beginners)
- **Goland** - https://www.jetbrains.com/go/specials/go/go.html?dclid=CJzE5LDG4NwCFeVuwQodWy4Pow
- **LiteIde** - https://github.com/visualfc/liteide
- **VIM** - https://github.com/fatih/vim-go
- **Emacs** - https://github.com/dominikh/go-mode.el

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Explore Go commands

The commands are:

bug	start a bug report
build	compile packages and dependencies
clean	remove object files and cached files
doc	show documentation for package or symbol
env	print Go environment information
fix	update packages to use new APIs
fmt	gofmt (reformat) package sources
generate	generate Go files by processing source
get	download and install packages and dependencies
install	compile and install packages and dependencies
list	list packages or modules
mod	module maintenance
run	compile and run Go program
test	test packages
tool	run specified go tool
version	print Go version
vet	report likely mistakes in packages

Getting the samples code and slides

Commands

- cd $GOPATH/src/
- git clone https://github.com/goog-lukemc/go-train
- Slide and docs are in $GOPATH/src/assets
- Source is in $GOPATH/src/go-train/<item>

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Background

02

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History

Who

Robert Griesemer
Rob Pike
Ken Thompson

Why

Combine the ease of a dynamic type language with the safety of the static type system.
https://golang.org/doc/faq#Is_Go_an_object-oriented_language
https://golang.org/doc/effective_go.html
https://golang.org/doc/code.html

Where are we now

1.11 June 2019
https://golang.org/dl/

More info

https://talks.golang.org/2012/splash.article
https://tip.golang.org/doc/go1.11
https://golang.org/doc/devel/release.html
https://talks.golang.org/2015/gophercon-goevolution.slide#8
https://golang.org/doc/faq

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What's cool about Go (top 3)

Concurrency: (more after lunch)

- Concurrency is not parallelism (https://www.youtube.com/watch?v=cN_DpYBzKso)
- Concurrency is about having the best design to maximize parallelism if it is available.

Interfaces:

- We will not cover these in the intro - level 200

Portability:

- Go is not runtime interpreted (There is nothing to install on the target to execute a Go program.)
- A simple build switch can build the executable for any supported platform.

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Coders vs. developers

Coders	Writing code to solve the problem in front of you. Slinging code - having fun!
Developers	Writing code to solve a problem for generic reuse. Writing small - having fun!
Idiomatic	What is this anyway? - https://golang.org/doc/effective_go.html

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Hello, World

03

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~/go-train/hello

Review: main.go (In Editor)

Build: main.go (In Editor)

Build for any platform from any platform:

- **Pi:** `env GOOS=linux GOARCH=arm go build -v main.go -o program-arm`
- **MAC:** `env GOOS=darwin GOARCH=amd64 go build -v main.go -o program-mac-amd64`
- **Windows:** `env GOOS=windows GOARCH=amd64 go build -v main.go -o program-windows-amd64.exe`

Running the file and flow testing: go run main.go

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~/go-train/hello_flag

Review: main.go (In Editor)

Build: main.go (In Editor)

Build for any platform from any platform:

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Running the file and flow testing: go run main.go

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~/go-train/hello_struct

Review: main.go (In Editor)

Build: main.go (In Editor)

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Running the file and flow testing:

- go build
- go run main.go

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The basics

04

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errors ~/go-train/errors

Review: main.go (In Editor)

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Running the file and flow testing: go run main.go

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basic ~/go-train/basics

Review: main.go (In Editor)

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Running the file and flow testing: go run main.go

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basic ~/go-train/asciicoolness

Review: main.go (In Editor)

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Running the file and flow testing: go run main.go

basic ~/go-train/basichttpserver

Review: main.go (In Editor)

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Running the file and flow testing: go run main.go

Lunch time

05

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Interfaces

06

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Interfaces

Web links

- https://gobyexample.com/interfaces
- https://medium.com/golangspec/interfaces-in-go-part-i-4ae53a97479c

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Concurrency

07

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concurrency ~/go-train/basichttpserver

Review: main.go (In Editor)

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Running the file and flow testing: go run main.go

concurrency ~/go-train/sametime

Review: main.go (In Editor)

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- **Windows:** `env GOOS=windows GOARCH=amd64 go build -v main.go -o program-windows-amd64.exe`

Running the file and flow testing: go run main.go

Testing

Let’s make something TDD style

Survey: https://goo.gl/forms/tj22llUtigE0DfHP2

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Go + Google Cloud

07

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Mini Hackathon

https://cloud.google.com/appengine/docs/standard/go111/

Appengine Event Writer

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We done

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