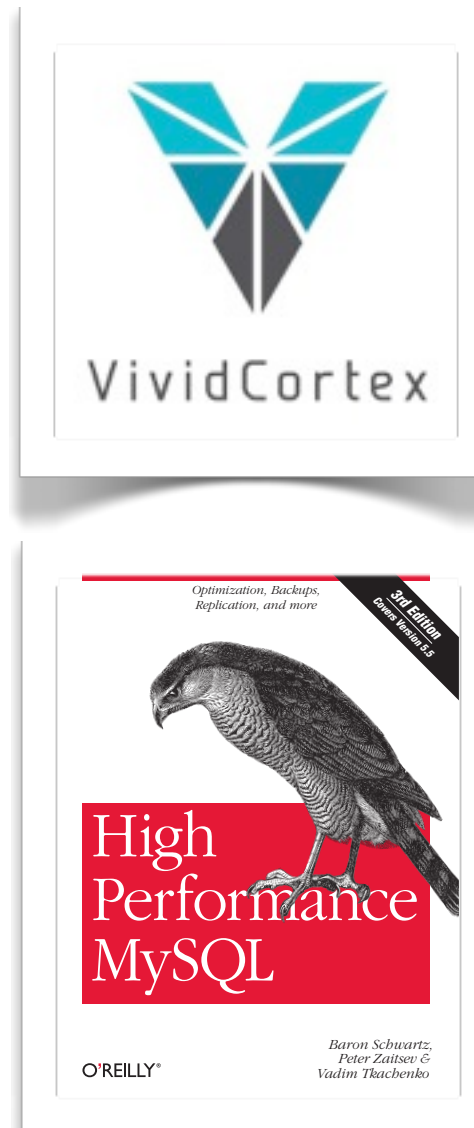




Building Database Apps with Go

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Go Database Design Patterns

Things To Know

- What is database/sql?
- Where is the documentation?
- How do I create a database connection?
- How do I query a connection?
- How do I retrieve results from a query?
- What are the common operations?

Overview of database/sql

- A generic, minimal interface for SQL-like databases
- Verbs and nouns:
 - Open, Prepare, Exec, Query, QueryRow, Scan, Close
 - DB, Stmt, Value, Row, Rows, Result
 - Tx, Begin, Commit, Rollback
- Docs: <http://golang.org/pkg/database/sql/>
- Tutorial: <https://github.com/VividCortex/go-database-sql-tutorial>

```
package main

import (
    _ "github.com/go-sql-driver/mysql"

    "database/sql"
    "log"
)

func main() {
    db, err := sql.Open("mysql",
        "user:password@tcp(127.0.0.1:3306)/test")
    if err != nil {
        log.Println(err)
    }
    defer db.Close()
}
```

One-Shot Query

```
var str string
q := "select hello from hello.world where id = 1"
err = db.QueryRow(q).Scan(&str)
if err != nil {
    log.Println(err)
}
log.Println(str)
```

Query...

```
var id int
var str string
q := "select id, hello from hello.world where id
= ?"

rows, err := db.Query(q, 1)
if err != nil {
    log.Fatal(err)
}
defer rows.Close()
```


... Then Fetch Rows

```
for rows.Next() {  
    err = rows.Scan(&id, &str)  
    if err != nil {  
        log.Fatal(err)  
    }  
    // Use the variables scanned from the row  
}  
err = rows.Err()  
if err != nil {  
    rows.Close()  
    log.Fatal(err)  
}
```

Prepare...

```
stmt, err := db.Prepare(  
    "select id, hello from hello.world  
    where id = ?")  
if err != nil {  
    log.Fatal(err)  
}  
defer stmt.Close()
```

... Then Execute & Fetch

```
rows, err := stmt.Query(1)
if err != nil {
    log.Fatal(err)
}
defer rows.Close()

for rows.Next() {
    // ...
}
```


Insert...

```
stmt, err := db.Prepare(  
    "insert into hello.world(hello) values(?)")  
if err != nil {  
    log.Fatal(err)  
}  
defer stmt.Close()  
  
res, err := stmt.Exec("hello, Dolly")  
if err != nil {  
    log.Fatal(err)  
}
```

... And Check Results

```
lastId, err := res.LastInsertId()
if err != nil {
    log.Fatal(err)
}
rowCnt, err := res.RowsAffected()
if err != nil {
    log.Fatal(err)
}
```



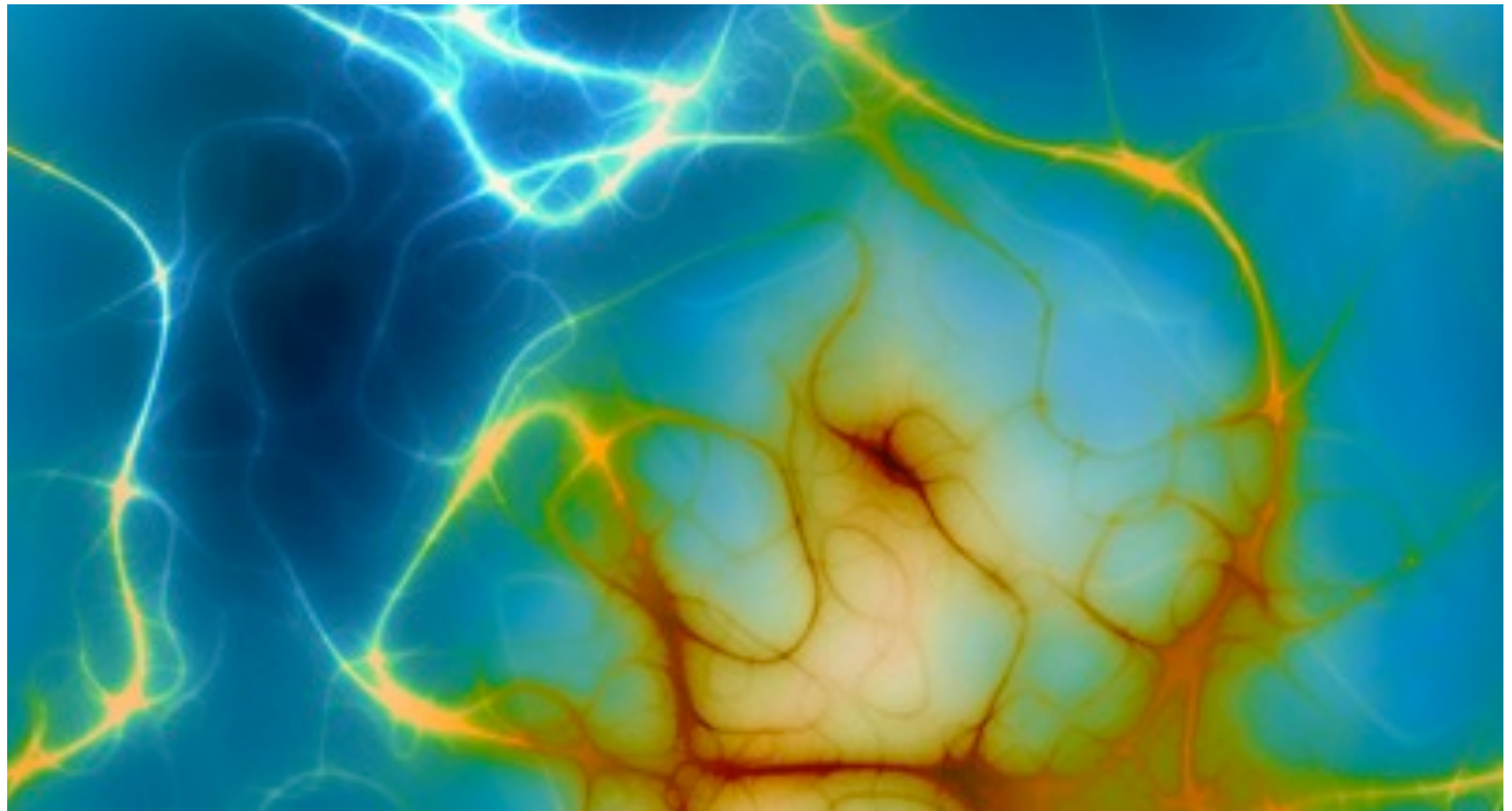
Docs: “Pleasantly Lightweight!”



Connection Pooling



Big Unsigned Integers

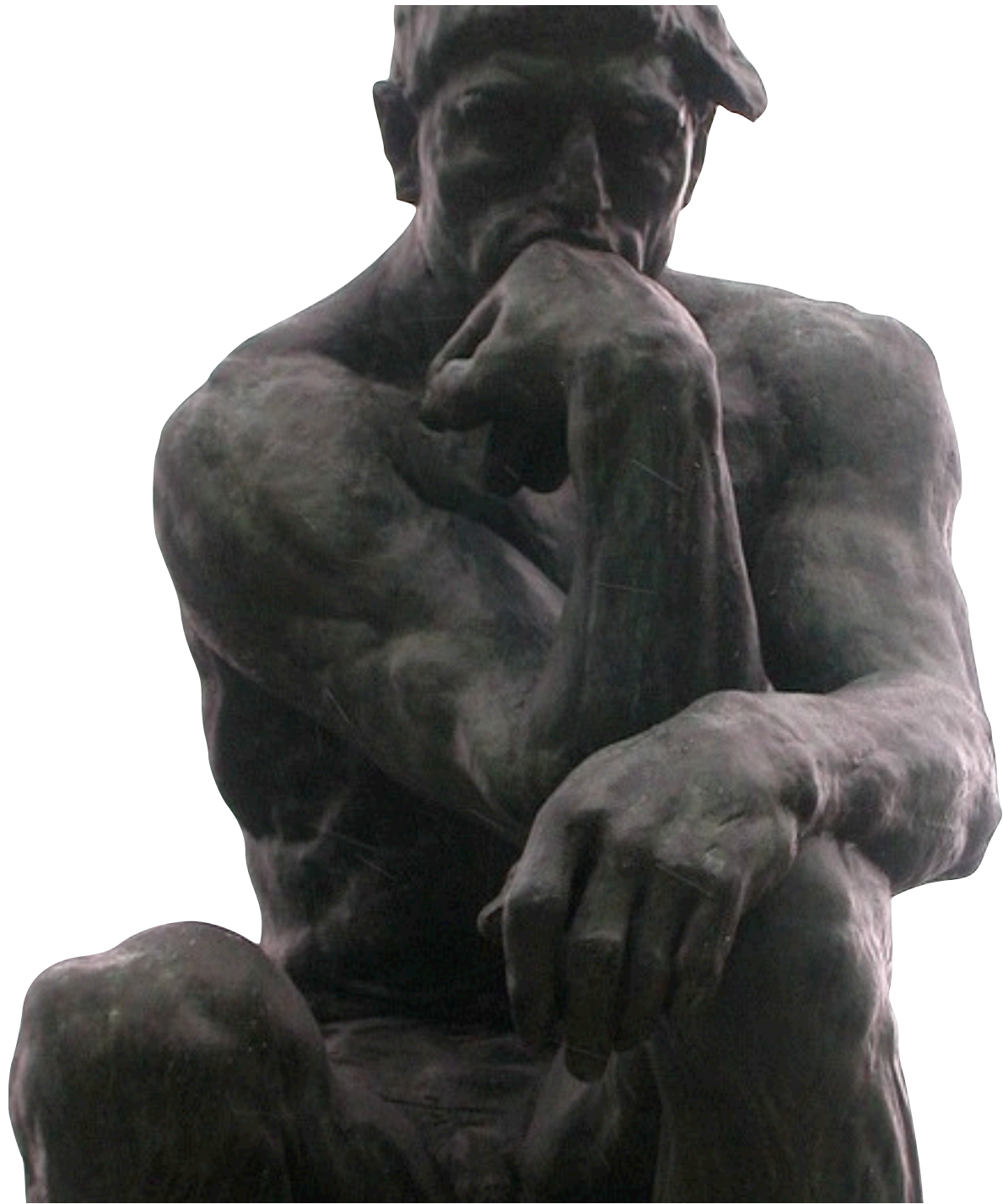


Unexpected Connections

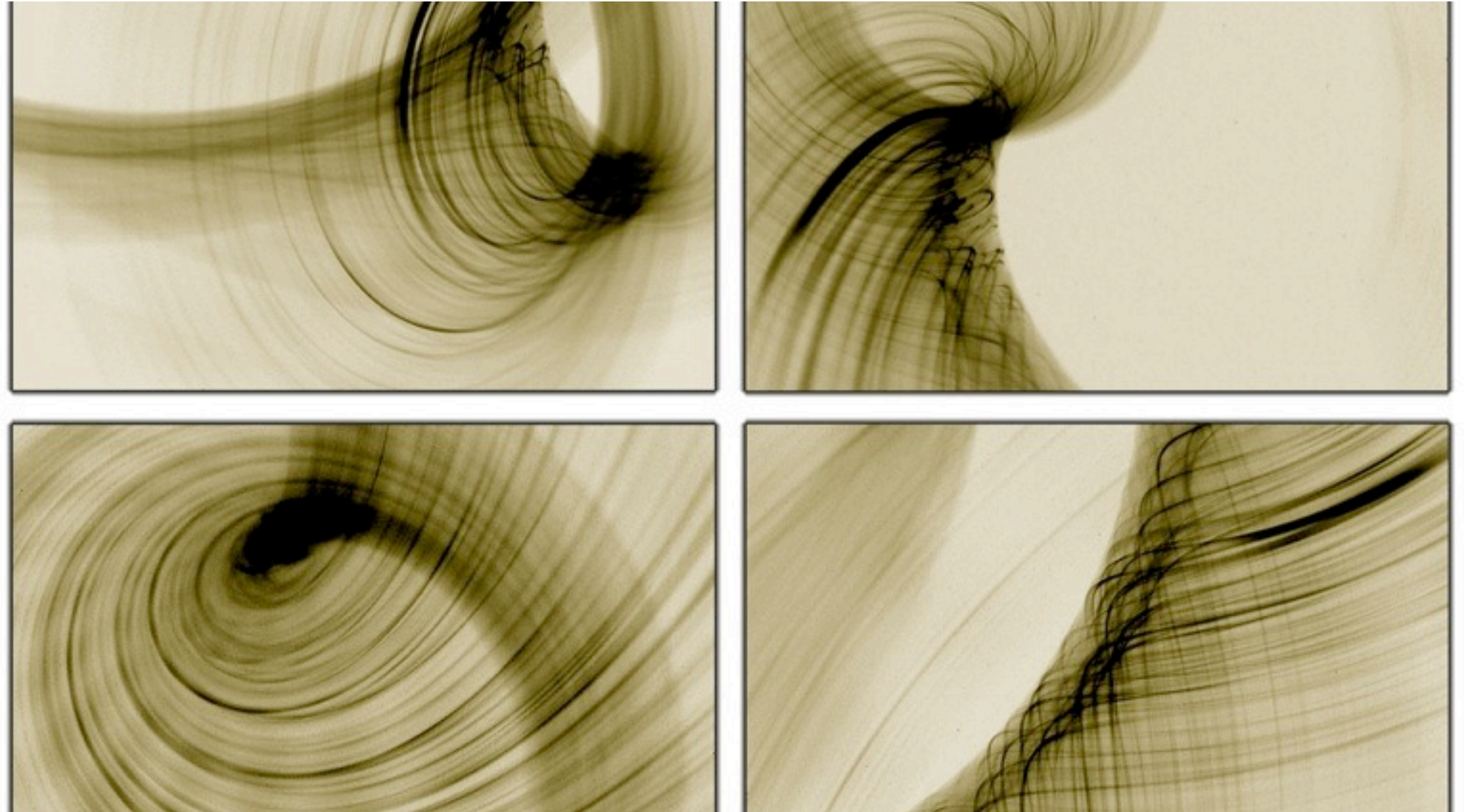
Resource Exhaustion

```
// Don't do this!
for i := 0; i < 50; i++ {
    _, err := db.Query("DELETE FROM hello.world")
}
```

```
// Use this instead!
for i := 0; i < 50; i++ {
    _, err := db.Exec("DELETE FROM hello.world")
}
```



Type Introspection



Handling NULLs

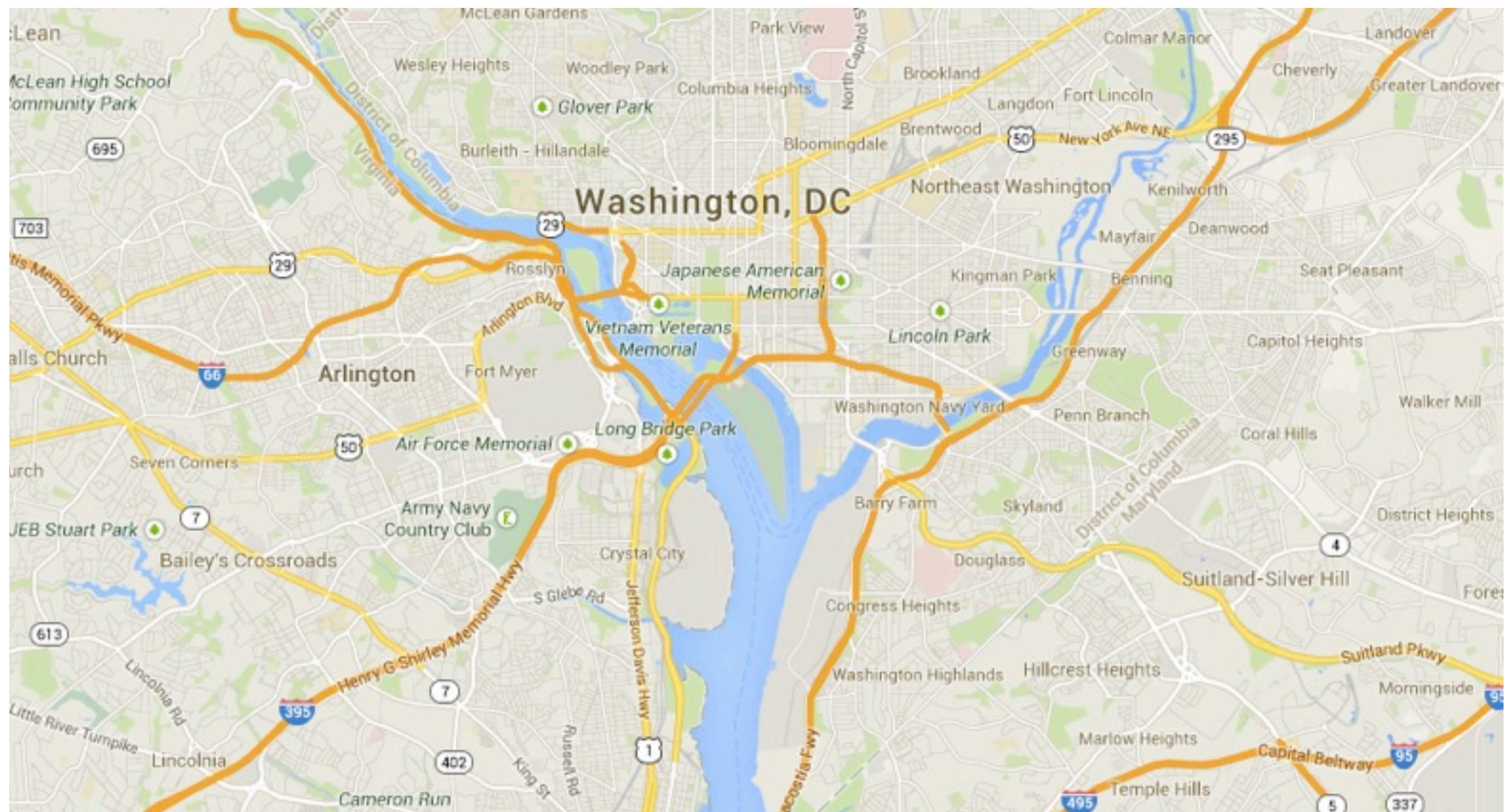
Working with NULL

```
var s NullString
err := db.QueryRow(
    "SELECT name FROM foo WHERE id=?",
    id).Scan(&s)

if s.Valid {
    // use s.String
} else {
    // NULL value
}
```

NULL Makes Code Ugly

- Boilerplate code everywhere
- There's no `sql.NullUint64`
- Nullability is tricky, not future-proof
- It's not very Go-ish (no useful default zero-value)



ORMs

Resources

- <http://golang.org/pkg/database/sql/>
- <https://github.com/VividCortex/go-database-sql-tutorial>
- <https://github.com/go-sql-driver/mysql>
- <http://jmoiron.net/blog/>



Questions?

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