# Intermediate Go

#### **TRAINER**

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#### **OVERVIEW**

This workshop aims at equipping the participants with the necessary knowledge and skills required to build and manage applications in Go

#### **OBJECTIVES**

At the end of this training course, the participants will:

- Become proficient in building concurrent applications in Go
- Be able to build io applications in Go
- Learn to build RESTful services

#### **SUGGESTED AUDIENCE**

Software developers who want to build best-of-breed applications in Go

#### **DURATION**

2 Days

## **PARTICIPANT PREREQUISITES**

- Should have foundational knowledge in Go
- Preferably undergone "Foundation Go"

#### **INFRASTRUCTURE REQUIREMENTS**

- Go Tools
- Chrome
- Sublime Text / Visual Studio Code / Any other editor
- Any GIT client
- Internet Connection (Mandatory)

## **CASE STUDY**

# Agenda

## Day-1

- Concurrency
  - o Managed Concurrency
  - **o** Goroutines
  - **o** Channels
  - **o** Passing data in and out of channels
  - **o** Streaming Data through Channels

- **o** Handling race conditions
- o Parallelism in Go
- **o** sync package
- **o** Synchronization constructs in "sync/atomic" packages
- Cancel Propagation using "Context"
  - o Cancellation Challenges
  - o Context Overview
  - o Timeout based Cancellation
  - o Custom Logic Based Cancellation
  - o Passing data through Context
  - o Building Context Tree
- Advanced Concurrency Patterns
  - o Fan Out
  - o Fan In
  - o Runner
  - o Worker
  - o Pools
  - **o** Signals
- Testing
  - o Using "testing" package
  - **o** Organizing test code
  - **o** Performing assertions
  - **o** Detecting unreachable code
  - **o** Mocking dependencies using Mockery
  - **o** Use of t.Parallel

## Day-2

- IO in Go
  - o Readers and Writers
  - **o** Exploring the io package
  - **o** Working with files
  - o Buffered IO
  - o Encoding and Decoding Data
- JSON and XML Binding with Golang
  - o Binding JSON Data to Objects
  - o Binding XML Data to Objects Adding Database to Golang
  - o Creating Database Connection
  - o Making Database Query
  - o Adding, Deleting, Updating records with Golang
- Database Programming in Go

- o Approaches to DB programming in Go
- **o** Using database/sql package
- o Query Builders
- **o** Code Generators
- o ORMs
- Web Programming
  - o HTTP package
  - **o** Building a web server
  - o Handling Requests and Responses
  - **o** Serving static files
  - o Server JSON responses
  - **o** Database Programming
  - **o** Using Middlewares
    - Throttling Requests
    - Safe Shutdown
    - Timing out requests