

● JANUARY 2026 SERIES

# FROM GO BUILD TO GO RUN

GOLANG 2026 - NIV RAVE

## #02

# ANATOMY OF A BINARY

FROM PACKAGE MAIN TO OS EXECUTION.





# Anatomy of a Binary

What actually happens when you run a Go program?



```
C:\Dev\GoLang\HelloWorld> go run cmd/main.go
```





# The foundation

A simple 'Hello World!' program



```
package main

import "fmt"

func main() {
    fmt.Println("Hello, Go World!")
}
```

4 lines. 0 magic. Total transparency.



# package main — The Signal

## 1. The Entry Point Signal



```
package main // Signal to the compiler: "Build an executable"
```

In Go, the package name `main` is a special reserved name. It tells the compiler: "This is not a shared library; build a standalone executable binary."





# import "fmt" - No Hidden Magic

## 2. Explicit Imports



```
import "fmt" // Explicitly pulling from the standard library
```

Go requires every dependency to be explicitly stated.

If you import it and don't use it, the code won't compile – this keeps your binaries lean and imports clean.





# func main() - The OS Handshake

## 3. The Predictable Entry Point



```
func main() {  
    // Execution starts here after the Go runtime is ready.  
    fmt.Println("Hello, Go World!")  
}
```

This is where the user defined journey begins.  
When you run the binary, the OS looks for this specific entry point.



# The go.mod Foundation

## 4. Modern Module Setup

Even for a single-file script, or simple programs, we use Go Modules.

```
C:\Dev\GoLang\HelloWorld> go mod init helloWorld  
go: creating new go.mod: module helloWorld
```

This creates a go.mod file to track your Go version and dependencies.



The screenshot shows the VS Code interface. On the left, the Explorer sidebar shows a folder named 'HELLOWORLD' containing 'go.mod' and 'main.go'. The main editor window displays the 'go.mod' file with the following content:

```
1 module helloWorld  
2  
3 go 1.23.4
```

At the top of the editor, there are tabs for 'go.mod' and a search icon. Below the tabs, there are links: 'Reset go.mod diagnostics | Run govulncheck | Run go mod tidy'.



# Development vs. Production

## 5. How to Run & Build

Development: Compile to a temp folder and execute `go run main.go`

```
C:\Dev\GoLang\HelloWorld> go run main.go
Hello, Go World!
```

Production: Create a standalone, static binary `go build main.go`

```
C:\Dev\GoLang\HelloWorld> go build main.go
C:\Dev\GoLang\HelloWorld> ls

Directory: C:\Dev\GoLang\HelloWorld

Mode                LastWriteTime         Length Name
----                -
-a----           12/31/2025   5:25 PM             29 go.mod
-a----           12/31/2025   5:35 PM        2225152 main.exe
-a----           12/31/2025   5:27 PM             84 main.go
```

`go run` is for speed during dev. `go build` is for the artifact you ship to production.







# One binary to rule them all.

Tomorrow we tackle the syntax that trips up most newcomers: Variables, Constants, and the `:=` operator

**What was the biggest "deployment hell" issue Go solved for you? Let's discuss!**

