Programmer's DEN

"Practical Knowledge > Theoretical Knowledge"

Programming in GoLang Batch Contents :-

Module 1 :

- History of GoLang Programming Language
- Features of GoLang
- Toolchain of GoLang
- Installation of GoLang , VS CODE(Editor to Type Codes)

Module 2 :

- DataTypes in GoLang
- Variable Declaration in GoLang
- Flow Control Statements (loops) in GoLang
- Selection Statements(if else if ladder,Switch case) in GoLang
- Functions in GoLang
- Constants in GoLang
- Packages in GoLang
- Import/Export in GoLang
- I/O Operations in GoLang
- Arrays in GoLang
- Pointers in GoLang
- Defer in GoLang
- Structs in GoLang

Module 3 :

- Slicing in GoLang

- Range in GoLang
- Maps in GoLang
- Methods in GoLang
- Interfaces in GoLang
- Type Assertions and Type Switches on Interfaces in GoLang
- Stringers in GoLang
- Readers in GoLang
- Errors in GoLang
- Images in GoLang
- Generics in GoLang
- Concurrency in GoLang

Note : During Lectures You Have to Do Parallel Coding With Teacher for Better UnderStanding of All Above Concepts