# Programmer's Den

"Practical Knowledge > Theoretical Knowledge"

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## Programming in GoLang

Batch Contents: -

➢ History of GoLang Programming Language
➢ Features of GoLang
➢ Toolchain of GoLang
➢ Installation of GoLang , VS CODE(Editor to Type Codes)
➢ Data Types 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
- ➤ 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
- ➤ Data Structures in GoLang
- ➤ File Handling in GoLang

Note:

- During Lectures You Have to Do Parallel Coding with Teacher for Better Understanding of All Above Concepts