**Programmer’s Den**

“Practical Knowledge > Theoretical Knowledge”

**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