🛠️ Day 1: Setting Up Your Development Environment

Welcome to your first day of the training phase! Today, we'll focus on setting up everything you need to start developing in Golang effectively. This includes installing essential tools, configuring your editor, and preparing for seamless contributions.

✅ Step 1: Install Golang

Install the **latest stable version** of Go based on your operating system:

🔹 **MacOS**
Use Homebrew:

- `brew install go`

📚 Go Installation Guide for macOS

🔹 **Linux**
You can either download it manually or use your package manager:
📚 Go Installation Guide for Linux

Or use apt (for Debian/Ubuntu-based distros):

- `sudo apt update`
- `sudo apt install golang-go`

🔹 **Windows**

Download the installer from the official website and run it:
🔗 Download Go for Windows

Once installed, verify with:

- `go version`

✅ Step 2: Set Up an IDE

You can use any text editor, but we recommend:

- **GoLand** (JetBrains IDE with rich Golang support)
- **Visual Studio Code** (lightweight and powerful, with the Go extension)

✅ Step 3: Learn Go Basics

Complete the official **Go Tour : https://go.dev/tour/welcome/1** — this is a fun and interactive way to grasp core language features quickly. Try to finish this today.

🧩 Homework

Before Day 2, make sure to have the following setup:

1. 🐙 Git + GitHub

- Install Git
- Create a GitHub Account
- Set up **SSH for GitHub** to clone and push securely
  👉 GitHub SSH Docs

2. 🔐 Verified Commits via SSH

Enable SSH commit signature verification to build trust in your commits.

3. 🐳 Docker

Install Docker Desktop for your OS — this is essential for containerized development.

4. 📬 Postman

Download Postman to test APIs during development.

🚨 **Remember:** All communication about training should happen in today's thread only. Questions? Drop them in `#golang-general` and tag us!