

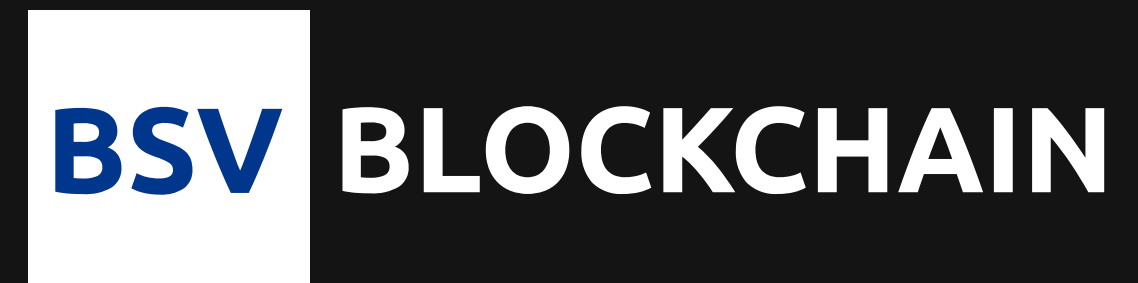


Introduction to Golang Part 1

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Announcements

- **MPlease join the 5thwork portal if you haven't**
 - **<https://5thwork.com/courses/course-v1:NITDA+NITDA0001+2022Q3/about>**
 -
- **Join the course Telegram group for announcements**
 - **<https://t.me/+HzLMWqDbYcBhNTU8>**
- **Precourse extended to 31st December, 2022**

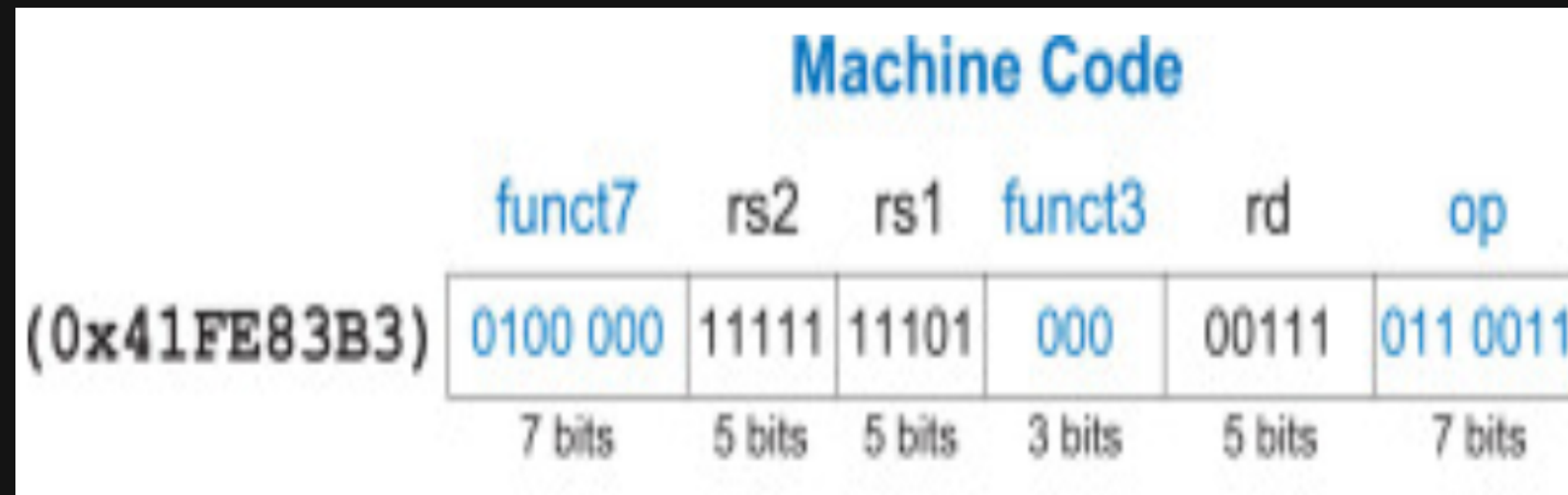
Why Learn Go?

- **Code runs fast**
- **Garbage collection**
- **Simpler objects**
- **Concurency**

Software Translations

Machine Language

- CPU instructions represented in binary
 - 0100 0001 1111 1110 1000 0011 1011 0011
(0x41FE83B3)
- The seven least significant bits defines how to interpret the instruction (opcode)



Software Translations

Assembly Language

- CPU instructions are represented in mnemonics
 - instructions, variables, addresses have names. Example: ADD, SUB, SUM
 - Easier to read
 - Equivalent to machine language

Software Translations

Assembly Language

Assembly Language Mnemonic	Machine Language Operation Code	Function Performed
A	5A	ADD
C	59	COMPARE
CVB	4F	CONVERT TO BINARY
CVD	4E	CONVERT TO DECIMAL
D	5D	DIVIDE
ED	DE	EDIT
L	58	LOAD
MVC	D2	MOVE CHARACTERS
M	5C	MULTIPLY
ST	50	STORE
S	5B	SUBTRACT
SVC	0A	SUPERVISOR CALL
TR	DC	TRANSLATE
ZAP	F8	ZERO AND ADD

Software Translations

High Level Language

- Much easier to read
- Closer to human language
- Structured with syntax and semantics to describe the computing algorithm
- Examples: C, C++, Python, JavaScript, Go

Compiled Vs Translated

Compilation

- Translate instructions once before running the code
- Example: C, C++
- Saves time, as translation occurs only once

Compiled Vs Translated

Interpretation

- Translate instructions while code is executed
- Example: Python, JavaScript
- Requires an interpreter

Compiled Vs Translated

Demo

- Python for interpreter
- C for Compiler

Efficiency vs Ease of Use

- **Compiled code is fast**
- **Interpreters make coding easier**
 - **Manage memory automatically**
 - **Infer variables**
- **Go is a good compromise**

Garbage Collection

- **Automatic memory management**
 - **Where should memory be allocated?**
 - **When can memory be deallocated?**

Garbage Collection

- **Memory memory management is hard**
 - **Deallocate too early, false memory accesses**
 - **Deallocate too late, wasted memory**

Garbage Collection

- **Go includes garbage collection**
 - **Typicall done by interpreters**

Installing Go

- <https://go.dev>



Why Go ▼

Build simple, secure, scalable systems with Go

- ✓ An open-source programming language supported by Google
- ✓ Easy to learn and great for teams
- ✓ Built-in concurrency and a robust standard library
- ✓ Large ecosystem of partners, communities, and tools

[Get Started](#)

[Download](#)

Download packages for [Windows 64-bit](#), [macOS](#), [Linux](#), and [more](#)

The go command by default downloads and authenticates modules using the Go module mirror and Go checksum database run by Google. [Learn more.](#)

Installing Go

Downloads

After downloading a binary release suitable for your system, please follow the [installation instructions](#).

If you are building from source, follow the [source installation instructions](#).

See the [release history](#) for more information about Go releases.

As of Go 1.13, the go command by default downloads and authenticates modules using the Go module mirror and Go checksum database run by Google. See <https://proxy.golang.org/privacy> for privacy information about these services and the [go command documentation](#) for configuration details including how to disable the use of these servers or use different ones.

Featured downloads

Microsoft Windows

Windows 7 or later, Intel 64-bit processor

[go1.19.4.windows-amd64.msi](#)

(135MB)

Apple macOS (ARM64)

macOS 11 or later, Apple 64-bit processor

[go1.19.4.darwin-arm64.pkg](#)

(139MB)

Apple macOS (x86-64)

macOS 10.13 or later, Intel 64-bit processor

[go1.19.4.darwin-amd64.pkg](#)

(145MB)

Linux

Linux 2.6.32 or later, Intel 64-bit processor

[go1.19.4.linux-amd64.tar.gz](#)

(142MB)

Source

[go1.19.4.src.tar.gz](#) (25MB)

Workspaces

Hierarchy of directories

**Common organisation is
good for sharing**

Workspaces

Three sub-directories

- **Src** – contains source files
- **pkg** – contains packages (libraries)
- **bin** – contains executables

Recommended, not enforced

Packages

- **Group of related source files**
- **Each package can be imported by other packages**
- **enables software reuse**

Packages

First line of code identifies the package

```
package calispkg
```

```
.  
.
```

```
package yusufpkg
```

```
.  
.
```

```
import (  
    "calispkg"  
    "yusufpkg"  
)
```

```
graph TD; A["package calispkg<br/>.<br/>."] --> C["import (<br/>    "calispkg"<br/>    "yusufpkg"<br/>)"]; B["package yusufpkg<br/>.<br/>."] --> C;
```

Package main

- There must be one package called main
- Building the main package generates an executable
- main package needs a `main()` function
- `main()` is where execution starts

Package main

```
package main

import "fmt"
func main() {
    fmt.Printf("Hello, world\n")
}
```

Go Tool

import

- **import keyword is used to access other packages**
- **Go standard library includes many packages**
 - **fmt**
 -
- **Searches directories specified by GOROOT and GOPATH**

Go Tool

go build

- Compiles the program
 - arguments can be a list of packages of go files
 - creates an executable for the main package
 - .exe suffix for windows executables

Go Tool

go doc

- Prints documentation for the package



go fmt

- formats go source files

go get

- downloads packages and installs them

Variables

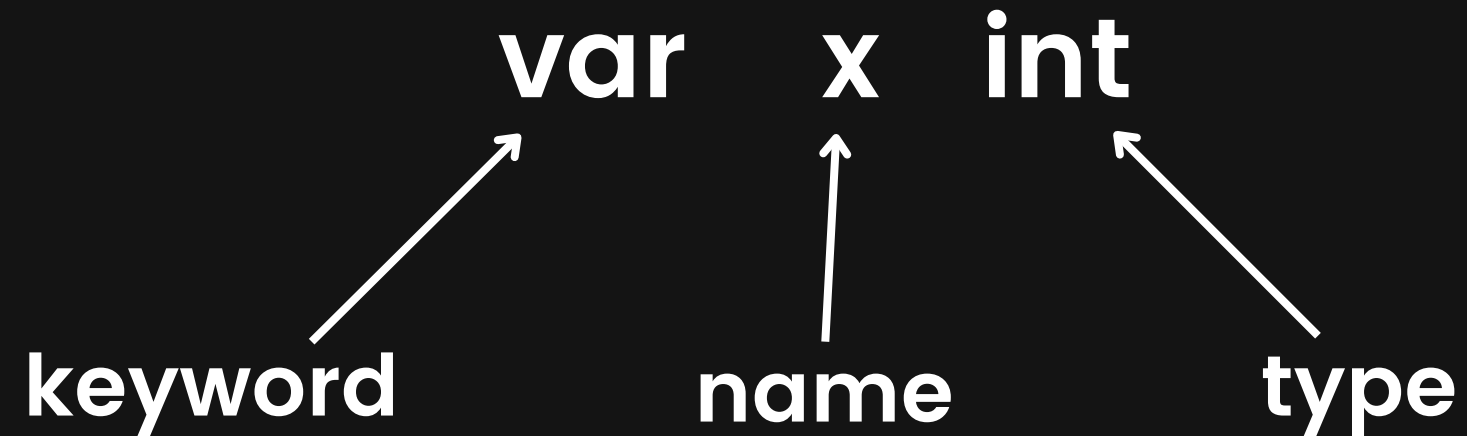
- container that holds data in the memory

Naming

- Names must start with a letter
- Any number of letters, digits, underscores
- Case sensitive
- Don't use keywords

Variables

- Must have a **name** and a **type**
- Must have **declaration**



- Can declare many on the same line

`var x, y, int`

Variables Types

- Types defines the values a variable might take and the operations that can be performed on it.
- Integer
 - Only integral values
 - Integer arithmetic (+, -, *, ...)
- floating point
 - Fractional decimal values
 - floating point arithmetic (+, -, *, ...)

Variables Types

- **Strings**
 - **Bytes, character, sequences**
 - **String comparison, search, concat, etc**
- **Boolean**
 - **true or false**

Variables Initialization

- Initialize in the declaration
 - `var int = 0;`
- Initialize after declaration
 - `var x int`
 - `x = 0`
- Uninitialized variables gets 0 for its type
 - `var x int // x = 0`
 - `var x string // x = ""`