**Eduonix Introduction To Go**

**What we will learn**

In this course we will introduce Golang programming via the following core domains

1. Golang development environment (GoPath, Docker, Appengine)
2. Golang syntax and language structures(primitives, types, pointers, goroutines )
3. Golang toolchain (go build, cgo)
4. Golang package structure and dependencies (go mobile)
5. Golang web programming, rest api development, Appengine, AWS
6. Golang system level development

* static/dynamic linking
* language bindings (Java/Android, C, Python)

1. Golang applications

* command line
* desktop
* system