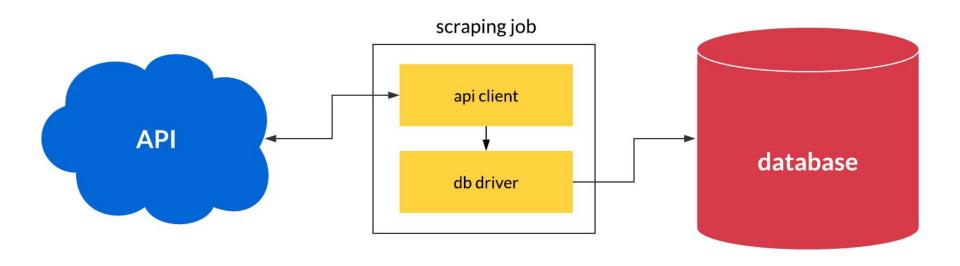
Gophercon 2019

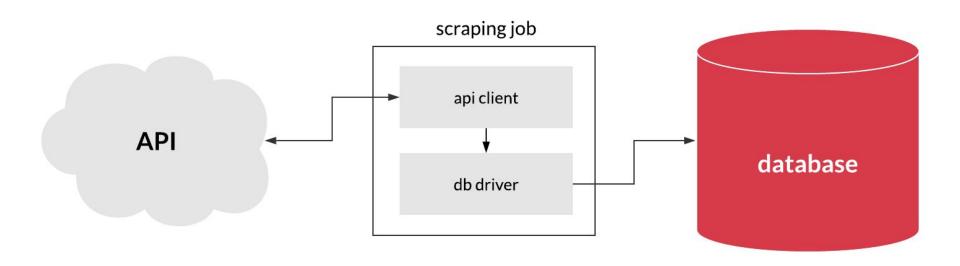
# You Can't Go Your Own Way the standardization of go at GitHub



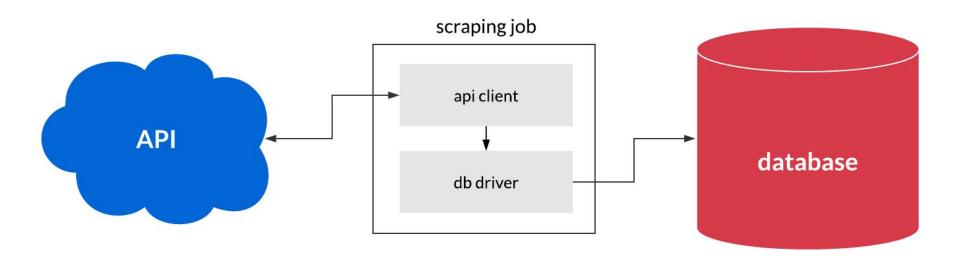
Jessica Lucci
GitHub Infrastructure Engineer
@luccacabra

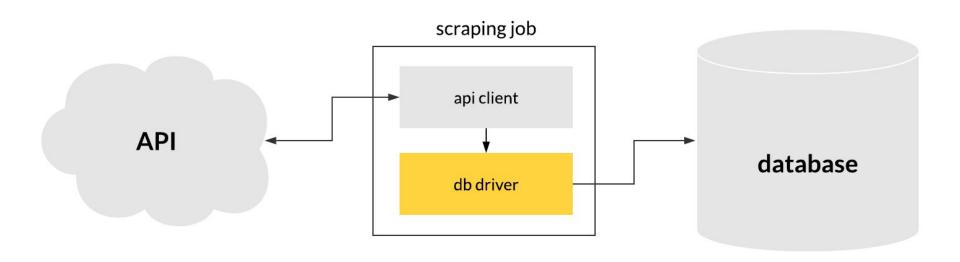
### A short anecdote



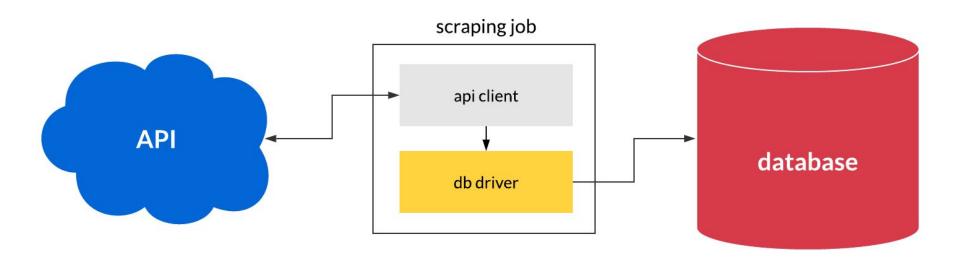


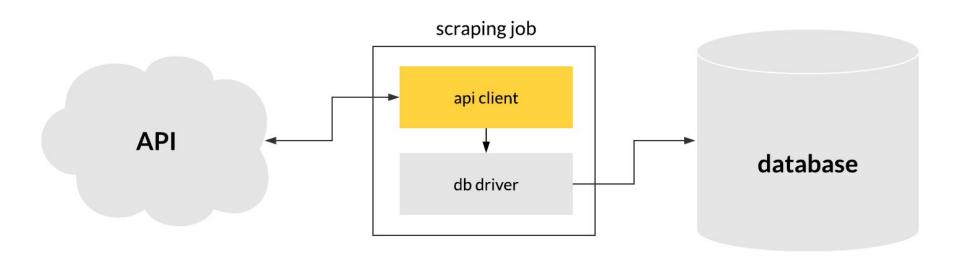
# A few days later...



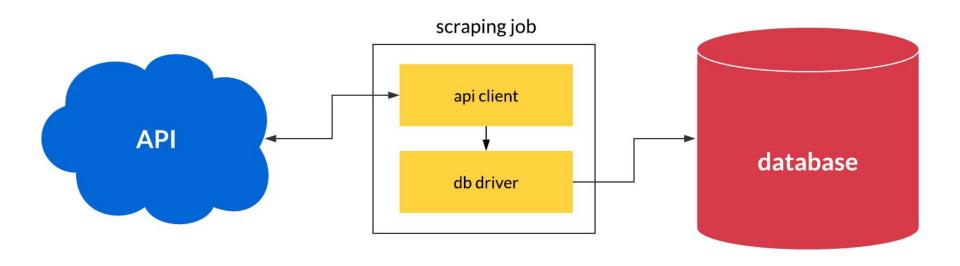


# A few days later...





### So much later...



### standardization

# what

libraries / packages

project structure

development lifecycle

# libraries / packages

- "what versions of what code"
- evaluation & review
- upgrade process
- central repository

# project structure

- "where do I find the thing"
- code directory structure
- project directory structure

# development lifecycle

- "how does this get into production"
- git workflow
- local development
- CI/CD
- logs

# why

security & trust

discoverability & deduplication

consistency → collaboration

# security & trust

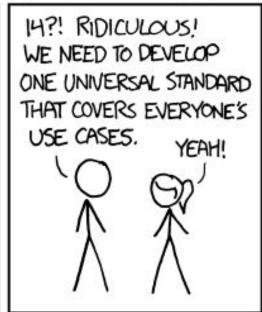
- auditing
- automated updates
- confidence

# discoverability & deduplication

- what packages/tooling for purpose X already exist?
- what internal projects are 'production ready'?

#### HOW STANDARDS PROLIFERATE: (SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC.)

SITUATION: THERE ARE 14 COMPETING STANDARDS.





# discoverability & deduplication

- what internal packages/tooling for purpose X already exist?
- what internal projects are 'production ready'?

# consistency → collaboration

- ease project switching
- promote collaboration

# how

language working groups

framework engineers

# language working groups

- volunteer group
  - CI/CD
    - scorecards
  - module vetting
  - upgrades
  - creating process
  - updates
    - PR based

# framework engineers

- experts
- full time commitment

# challenges

buy-in

migration

resources

### buy-in

evangelize

open dialogue

 automate, automate, automate

# migration

modules

packaging & distribution

tools

#### resources

people & time

OKRs / roadmaps

# looking forward

go package registry & proxy

formalized support

"ops" standardization

