Go

Overview

Go is a concurrent and compiled programming language inspired by C syntax and developed by Google.

For many years, developers have had to choose between compiled static typing programming languages, as a rule, quite complex but that provide great features related to optimization and performance and between dynamic typing languages interpreted with much higher characteristics level that made their learning, use and syntax easier and therefore fun to program in them, yes, sacrificing performance and control.

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Project Requirements

- Create a clear and orderly directory structure
- Both the code and the comments must be written in English
- Use the camelCase code style for defining variables and functions
- Remember that it is important to divide the tasks into several sub-tasks so that in this way you can associate each particular step of the construction with a specific commit
- You should try as much as possible that the commits and the planned tasks are the same
- Delete files that are not used or are not necessary to evaluate the project

Risk Management Plan

Every project has risks. These risks must be taken into account to improve the workflow of the project. I've listed the risks for the project, along with the impact they might have, and the priority of them.

iD	Risk	Consequence	Prob. (1-5)	imp. (1-5)	Pri. (1-25)	Mitigation approach
1	Breaking my computer	Can't do anything	1	5	5	Keep my repo work to date, look for other computers
2	Getting sick	Wouldn't be as productive	2	3	6	Eat and sleep well
3	Not concentrating enough	Not being able to be too productive because of concentration issues	2	5	10	Focus on the Minimum Viable Product.
4	Unrealistic deadlines	Deadlines wouldn't be met + development shortcuts would have been taken affecting the robustness of the code	2	3	6	Be more organized with the tasks, set new deadlines.

5	Being unfocused	Loss of control over the development flow of the project	4	5	20	Focus on finishing the most important tasks only.

Project Tasks

Defining this part is crucial to the development of the project. It is important to make a good analysis of the situation to organize the project in a good way:

#	Task	Priority (1-5)	Description	Difficulty (1-5)	Estimation
1	Reading the project description	5	Reading the description of the project	1	30 min
2	Create Repo	3	Creating git repo for the project	1	2 min
3	Working on the theoretical section	5	Answering the questions asked	4	1 hr
4	Working on the practical section	5	Working with the .xml file for the restaurant exercise	5	5 hr
4.1	HTTP Status Code	5	Being able to return HTTP status code headers	4	
4.2	HTML Template	5	Being able to return a request from an HTML file	4	
4.3	Return XML	5	The API must return a XML object	4	
4.4	Return JSON	5	Being able to return the previous object in JSON format	4	
4.5	Return text	5	The API must return information of your	4	

			choice in plain text		
4.6	Return image	5	The API must return an image of your choice obtained through a file	5	
5	Review	2	Review Project	2	30 min

Git Workflow

For this project, all commits we'll be pushed directly to the Master branch. All commits will use a descriptive message, so that myself or other users can easily go to the Git version that they need to. This is very important for working in teams as it increases communication and efficiency between all members.

Technologies used

- Go
- Visual Studio Code
- Postman

Lessons learned

- Go, also known as Golang, is a statically typed, compiled programming language designed at Google.
- Go is syntactically similar to the C language.
- Go is a programming language made for building large-scale, complex software.
- Go has a standard library of packages to support the development of Go programs.
- Go run is a a shortcut for building and executing code

Incidents

- At first some difficulty understanding how Golang works.
- Unfamiliarity of working with Go.
- Loading an image was difficult.