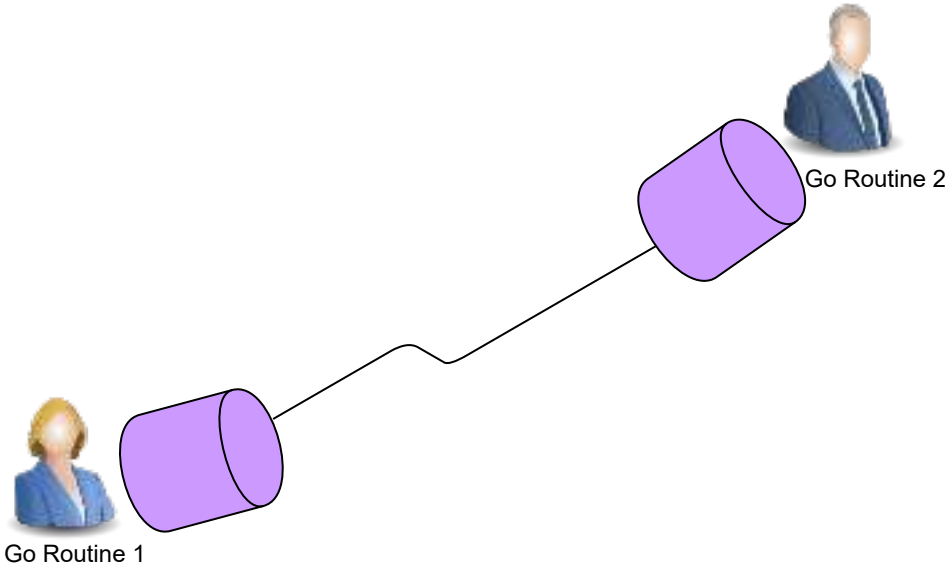
Channels Through Illustrations

Explaining Channels in Go through illustrations

WE'LL COVER THE FOLLOWING

Channels

Channels are essentially means through which Go routines communicate with one another.

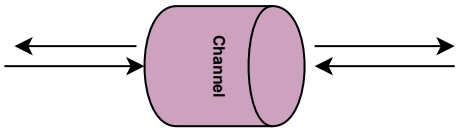


Channels in Go

Channels as Pipes

A channel may be visualized as a pipe, through which go routines can send and receive information from other Go routines.

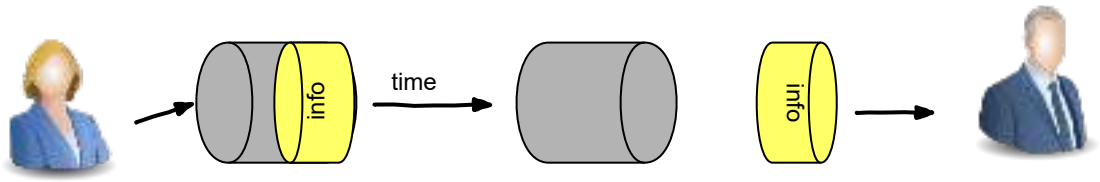
and receive information from other Go routines.



Go Channels as Pipes

Sending and Receiving

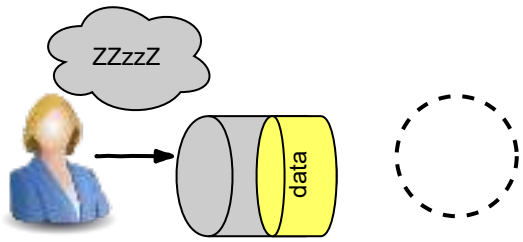
Go routines can *send* and *receive* on a channel. This is done through using an arrow (<-) that points in the direction that the data is going.



How Go Routines Communicate Through Channels

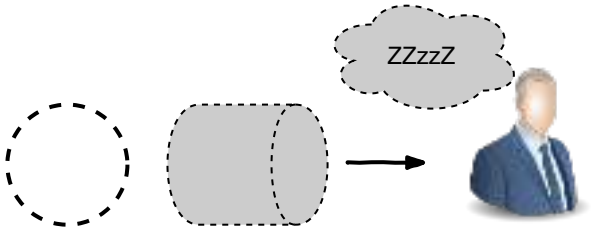
Blocking on a Send

Once a Go routine sends information on a channel, the sending Go routine blocks until another Go routine receives what was sent on the channel.



Blocking on a Receive

Similar to blocking after sending on a channel, a Go routine can block waiting to get a value from a channel, with nothing sent to it yet.



Now that we've covered the basics of Channels, the following lesson will illustrate the differences between buffered and unbuffered channels.

illustrate the differences between buffered and unbuffered channels.