**History**

It was designed at Google in 2007 by Robert Griesemer, Rob Pike, & Ken Thompson (aka The Go Authors) to improve programming productivity. It became an alternative to C++ and Java for the app developers based on what Google needed. The developers felt that they had to choose a language based on its particular strengths and weaknesses and wanted to create a mainstream language that tried to solve those issues. Go became open source in November 2009.

**About Go**

Since the language was designed as a sort of alternative for C++ and Java it falls into some of the same categories. It could be considered an object-oriented language, but it does not have a type hierarchy or type inheritance like other object-oriented languages.

Go is a statically typed and compiled language. It does not use a virtual machine.

**Uses**

Google, the creators of Go, use it as a key language for a lot of different areas including site reliability engineering & large-scale data processing. It is also known for system & network programming; big data; machine learning; network & web apps; and audio & video editing. Generally speaking, it is designed as a general purpose language that can be used for almost anything. For example, it helps run the server for the golang.org website and is used by Netflix for its ability to enable non-disruptive background loading among other reasons.

**Popular on Github**

a) The open source code for the language

b) JSON iterator for Go

c) The algorithms you can implement in Go

**Resources**

a) https://golang.org/doc/faq – an FAQ from the official Go website that answers a ton of questions regarding the language.

b) https://golang.org/doc/ -- the official website for Go that has a couple of short tutorials and some basic information about the language.

c) https://www.gopl.io/ -- "The Go Programming Language" by Alan A. A. Donovan & Brian W. Kernighan. This seems to be a book geared towards more experienced programmers, but could still be a very useful resource.

d) https://www.amazon.com/dp/1478355824?tag=29834000-20&linkCode=ogi&th=1&psc=1 -- "An Introduction to Programming in Go" by Caleb Doxsey – This book is short and aimed at people who are either newer to programming or have never programmed before.

e) https://www.amazon.com/dp/1491969555?tag=29834000-20&linkCode=ogi&th=1&psc=1 -- "Head First Go" by Jay McGavren – This book is a book aimed at beginners that covers the basics of Go. It also gives examples that helps demonstrate the language in a way that many readers are sure to understand.

f) lynda.com/Go-tutorials/Go-Essential-Training/748576-2.html?srchtrk=index%3a1%0alinktypeid%3a2%0aq%3agolang%0apage%3a1%0as%3arelevance%0asa%3atrue%0aproducttypeid%3a2 – a video tutorial about the basics of Go