REPORT 1:
GOsling

Team:
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Introduction
The GOsling web application is a project aimed at providing an easy and convenient way for users to purchase travel tickets. Our team of two is working tirelessly to build a user-friendly platform that meets the needs of our target audience.

Technical Environment
For the development of the GOsling application, we have decided to use Go, HTML/CSS, SQL. These technologies were selected for their stability, scalability, and security, as well as for their compatibility with our project goals and timeline.

Task Division
To ensure a smooth and efficient development process, we divided the tasks among ourselves based on our areas of expertise.

Meruyert is responsible for:
1. Setting up the project repository and enabling the necessary modules, while following the Go conventions.
2. Starting a web server and handling incoming HTTP requests.
3. Customizing HTTP headers to send different responses and status codes to users.
4. Structuring and organizing the project in a sensible and scalable manner.
5. Rendering HTML pages and serving static files, such as images, CSS, and JavaScript, from the application.

Diana is responsible for:
1. Configuration and error handling of the application, using command-line flags.
2. Improving the application log messages to include more information and managing them differently depending on the type of log message.
3. Dependency injection, making dependencies available to our handlers in a way that's extensible, type-safe, and test-friendly.
4. Connecting the application to a MySQL database, creating a standalone models package to ensure that the database logic is reusable and decoupled from the web application.

Result:
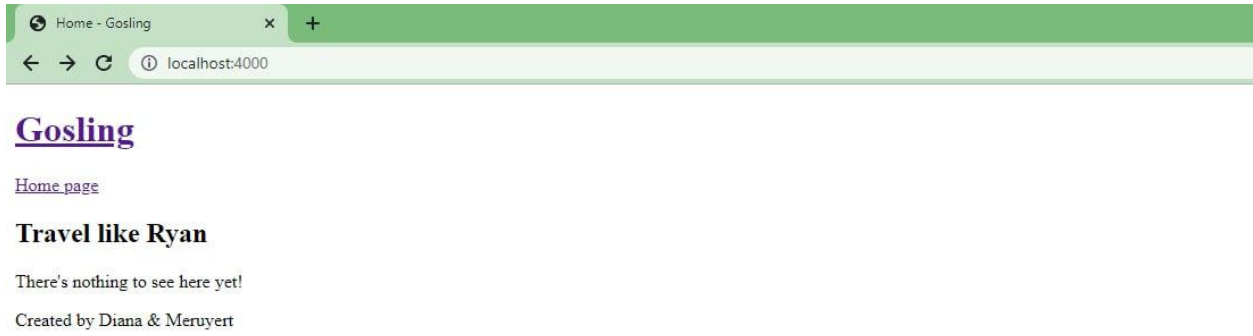
Conclusion

Our progress on the GOsling project can be tracked on our GitHub repository at https://github.com/mistledi/GOsling.