Project Proposal
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This research will provide a thorough overview of the Go language, with emphasis on the history, design features, and types of problems that Go is well-suited to solve. Three applications/problem types will be researched in depth (one per author), and Go programs will be written as part of each section.

Eileen's section will focus on applying Go to automation and devops technologies. Kubernetes and Docker were both rewritten in Go, and I'm curious why. I'm not sure what the programming aspect of this section will entail.

Alissa plans to investigate and utilize several of the packages built into Go such as the net, regex, text, bufio, and archive packages for an understanding of the broad capabilities of the language. I plan to start this by making a web scraper and building from there.

Yousuf's section will focus on applying Go for the web application and exploring the web and game technologies for Go. We will explore Ebiten game library and Ravel web framework and will investigate what makes GO a good option for both game and web programming.

We will complete the introduction to our research paper, which includes the history of go, interesting design features, and the kinds of problems it is well suited to solve by next weekend (11/9). We will also have solidified our individual focuses by that time. Our own sections will be completed at a pace suitable for each author, but by 11/15 we would like to have started our programming tasks. Further milestones/due dates will be solidified in the first progress report.