

Backend Development using Go

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Warning

- This is not evangelism



Agenda

- Front-End, Back-End, Full-Stack
- A Taste of Go
- Go for Back-End



Front-End, Back-End, Full-Stack

- **Front-End**
 - UX part
 - TUI (Text User Interface)
 - GUI (Graphical User Interface)
 - Web



Back-End

- Application
- Server
- Data Store
- Microservices, messaging and RPC



Full-Stack

- Front-End + Back-End



A Taste of Go

- A minimalistic language that someone who come from complicated language (yes, I am looking at you Java guy!) will find it something like a child's play.
- Compiled to native code or just run it
- Simple but armed with language constructs and lots of good library for distributed systems.
- <http://www.golang.org> - provides most of documentation and tour.
- IDE: LiteIDE, or Vim and Emacs for hardcore fanboy.



Go for Back-End

- Application: lots of libraries and packages. Warning: dealing with libraries and environment variables in Go is sometimes painful.
- Server: armed with HTTP2 server and client, also other package in “net”. If you need more, find “Awesome Go”.
- Data Store: SQL (MySQL and PostgreSQL) and NoSQL (RethinkDB, MongoDB, etc). CockroachDB and Cayley are developed in Go.



Go for Back-End

- Microservices: Go kit, Kite
- Messaging / RPC: gRPC, Go's own rpc package, Gorilla.

