

# Building Distributed Applications with Go

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## INTRODUCTION



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# Distributed System

A distributed system is a software system in which components located on networked computers communicate and coordinate their actions by passing messages.

*[https://en.wikipedia.org/wiki/Distributed\\_computing#Applications](https://en.wikipedia.org/wiki/Distributed_computing#Applications)*



# Overview



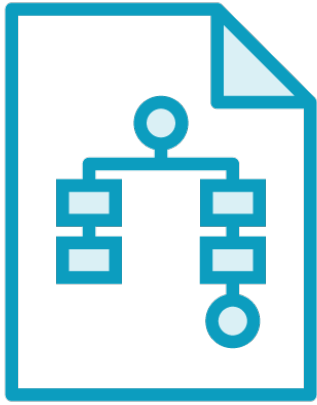
Target Audience

Course Layout

Tools and Libraries



# Target Audience



Concurrency



Web Applications



Open Mind

# Other Courses

Go Fundamentals

*Nigel Poulton*

Go: Getting Started

Creating Web Applications  
with Go

Concurrent Programming  
with Go



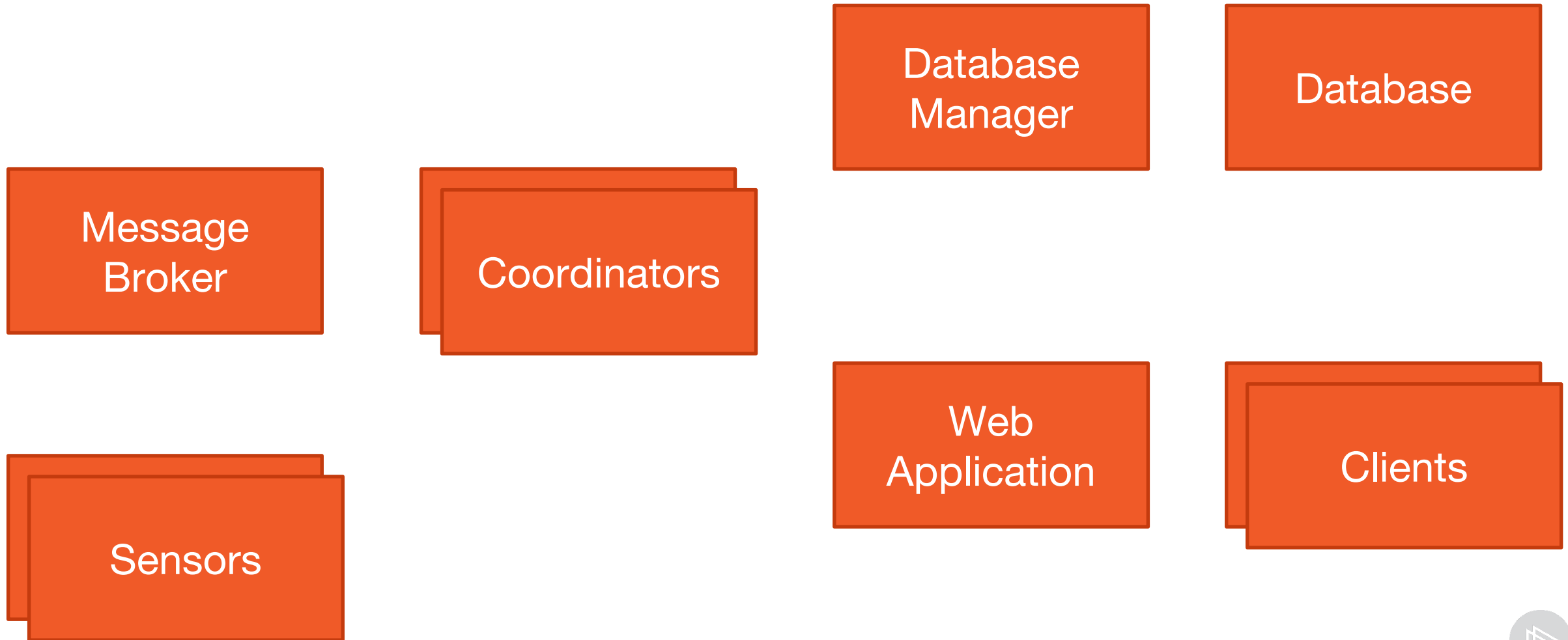
Record Measurements

Store Readings

Monitoring System



# Application Architecture



# Module Outline

RabbitMQ

Publishing  
Messages

Consuming  
Messages

Persisting Data

Updating Web  
Clients





# Tools and Libraries Used

RabbitMQ

Postgres

Pure Go



# Development Environment

Atom

*atom.io*

Go-plus

*atom.io/packages/go-plus*

Gocode

*github.com/nsf/gocode*

Gulp.js

*gulpjs.com*

