

# Get Going with Golang

Beaver Barcamp 17

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# Getting Started

- Why Go?
- Quick technical details
- Download and Install Go
- Hello World
- Concurrency

# Why Go?

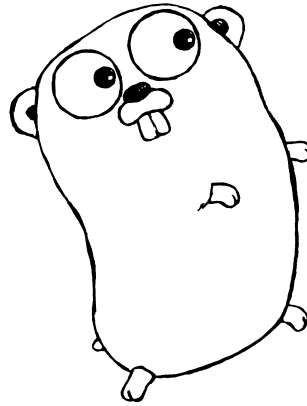
Go, released to the public in 2009, was designed to be simple, fast, and powerful. Go is completely open source and has support on all major platforms (Linux/Mac/Windows/FreeBSD).

Check it out:

[github.com/golang](https://github.com/golang) (<https://github.com/golang>)

Go had a few specific design goals:

- Ease of programming
- Efficient compilation
- Performant execution
- Simple concurrency



## Quick technical details

Go is:

- A compiled language
- Statically typed
- Garbage Collected

Go is not:

- An Object Oriented Programming Language, there is no such thing as a class

# Download and Install Go

Install Docs:

[golang.org/doc/install](https://golang.org/doc/install) (https://golang.org/doc/install)

Downloads Page:

[golang.org/dl/](https://golang.org/dl/) (https://golang.org/dl/)

Debian (Go 1.6)

```
$sudo apt-get install golang
```

Fedora (Go 1.8)

```
$ sudo dnf install golang
```

CentOS (Go 1.6)

```
$ yum install golang
```

# Hello World!

```
package main

import (
    "fmt"
)

func main() {
    fmt.Printf("Hello World!\n")
}
```

[Run](#)

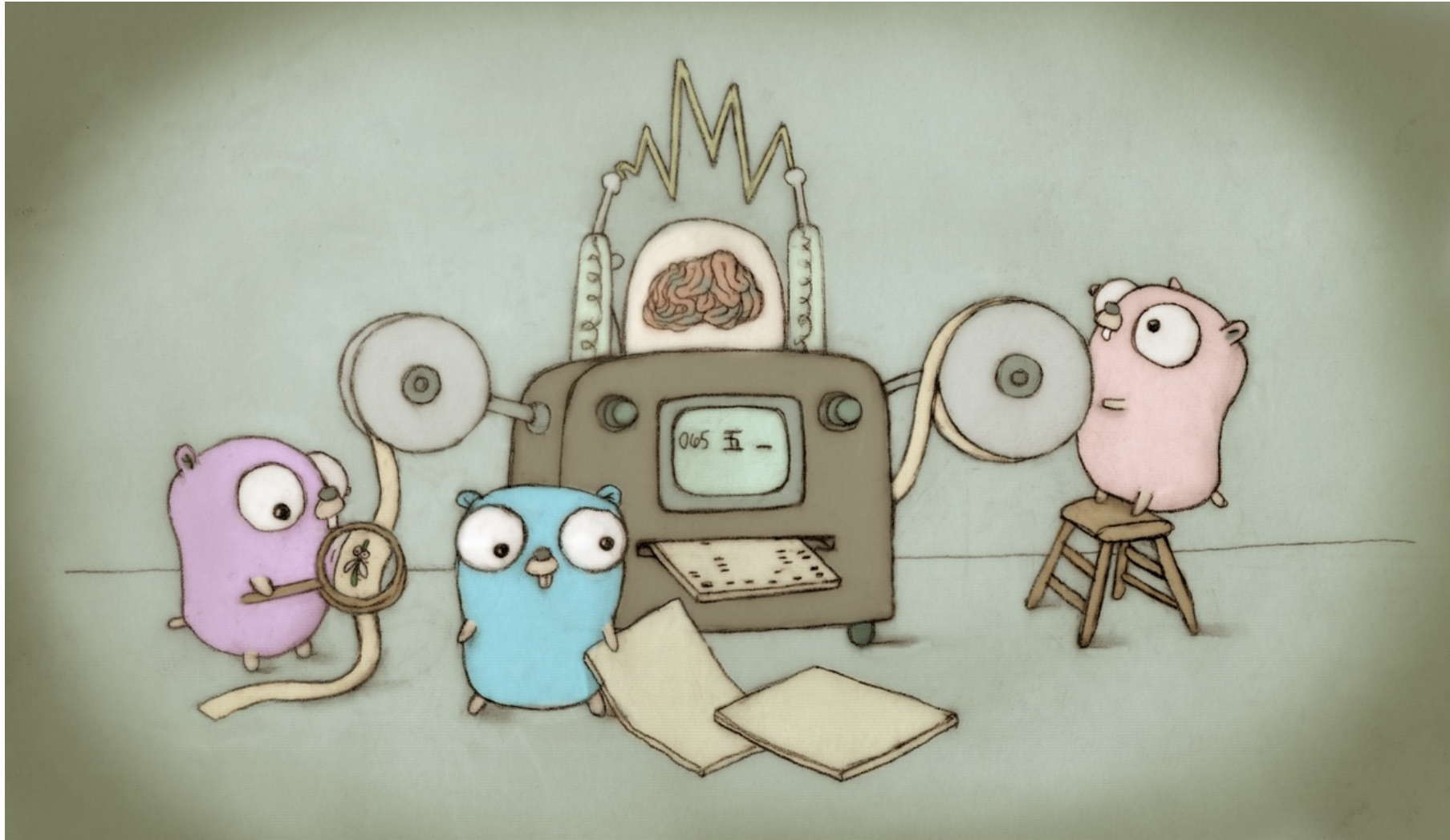
## To build:

```
$ go build
```

## To run:

```
$ ./main
Hello World!
```

# We did it!





# Concurrency

Do not communicate by sharing memory; instead, share memory by communicating.

[golang.org/doc/effective\\_go.html#sharing](https://golang.org/doc/effective_go.html#sharing) ([https://golang.org/doc/effective\\_go.html#sharing](https://golang.org/doc/effective_go.html#sharing))

Finish this slide

# Goroutines

Lightweight Threads, shared address space

# Mutexes, Semaphores, and sharing memory

The general method of communicating is through shared memory. This is done by regulating access to critical sections of code using mutexes, semaphores, or other locking mechanisms.

TODO: C pthread example

# The Go Solution: Channels

While Go has mutexes and semaphores, idiomatic Go uses channels for thread communication where possible.

Share memory by communicating:

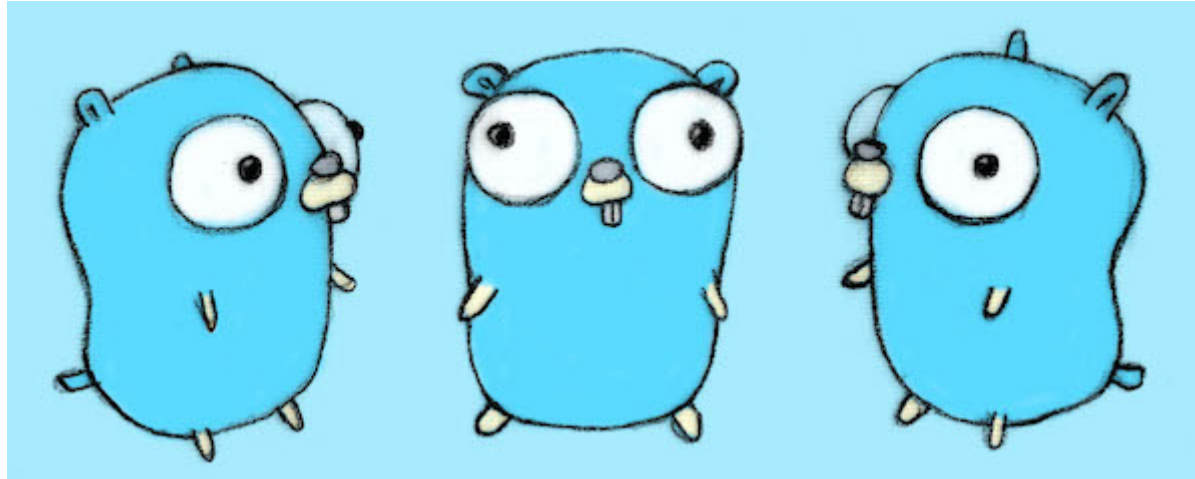
```
// Simple integer channel
jackie := make(chan int)

go func() {
    for i := 0; i < 10; i++ {
        jackie <- i
        time.Sleep(time.Second)
    }
}()

go func() {
    for {
        value := <- jackie
        fmt.Println(value)
    }
}()
```

# Slide Download

[cmalloc.com/public/static/slides.pdf](http://cmalloc.com/public/static/slides.pdf) (<http://cmalloc.com/public/static/slides.pdf>)



# Thank you

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Tags: [Golang](#), [Hello World](#), [Introduction](#) ([#ZgotmplZ](#))

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