PL190μ Introduction to the Go Programming Language

Competencies List

This document provides the list of basic and advanced competencies, with a precise description, that can be acquired through the *PL190μ Introduction to the Go Programming Language* micro-course.

Basic Competencies

Basic competencies are specific to a teaching unit or activity and a 100% mastery level for all of them is required to succeed the teaching unit or activity (10/20).

Code	The learner is able to...
GP001	correctly use the syntax of Go programming.
GP101	write, compile and execute a single source file Go program with the command line.
GP002	use basic built-in data structure: array, slice and map.
GP401	understand basic Go compiler errors and warnings and fix the code accordingly.

Advanced Competencies

Advanced competencies could be transversal to several teaching units or activities and increasing the mastery level of any of them is global to all the teaching units and activities where it is declared.

Code	The learner is able to...
GP003	manipulate structures and define methods manipulating them.
GP301	handle rigorously the errors when calling procedure and function.
GP004	use functions from the Go standard library given their specification.