

Golang Tutorial

#1 Getting started

Environment Setup

- env GOROOT/GOPATH/PATH set in ~/.bashrc
- `rm -rf /usr/local/go` if update big version

Dev Env setup (VSCODE)

- plugin: go, install go anylasis tools
- <https://github.com/eaglerayp/DevTools>
- github.com/golangci/golangci-lint
- go build -i (make autocomplete work)
- go test package

Tools

- go test cmd https://golang.org/cmd/go/#hdr-Testing_flags
- goDoc <https://godoc.org/golang.org/x/tools/cmd/godoc>

Libraries

- context <https://golang.org/pkg/context/>
- log: <https://github.com/sirupsen/logrus>
- exported package concept
- gin github.com/gin-gonic/gin
- <https://mholt.github.io/json-to-go/>

Tips

- `fmt.Sprintf()` <https://golang.org/pkg/fmt/>
- <https://blog.golang.org/defer-panic-and-recover>
- json marshal by struct & tag
- use `` declare json string which including "