

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>

go mod init

- `go mod init github.com/xxx/xxx` only create go.mod
- `go build ./...` generate items in go.mod & go.sum
- force version by set `go.mod`
- export [GOPRIVATE=gitlab.com](https://gitlab.com)* for private code base
- rm go.sum first to avoid append

```
module gitlab.com/eaglerayp/...
go 1.13
require (
    cloud.google.com/go v0.34.0 // indirect
```

go mod build/test

- `go build, go test` will automatically add new dependencies (updating go.mod and downloading the new dependencies).
- create vendor `go mod vendor`, build by vendor
`go build/install -mod=vendor`
- it's easier to use vendor if there is private dependency.

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 "