

# Fyne GUIs with Go

Building a Modern Application Toolkit

18 July 2018

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# Background



↑  
**headsupagile**

Lots of Java



Lots and lots of C

# The Fyne Toolkit

- Quality by design
- Usability built in
- Look great anywhere
- Easy to develop
- Beyond just the GUI

[fyne.io](http://fyne.io) (<http://fyne.io>)

[godoc.org/github.com/fyne-io/fyne](https://godoc.org/github.com/fyne-io/fyne) (<https://godoc.org/github.com/fyne-io/fyne>)

# Hello World!

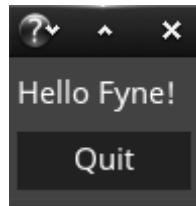
```
package main

import "github.com/fyne-io/fyne/desktop"
import "github.com/fyne-io/fyne/widget"

func main() {
    app := desktop.NewApp()

    w := app.NewWindow("Hello")
    w.SetContent(widget.NewList(
        widgetNewLabel("Hello Fyne!"),
        widget.NewButton("Quit", func() {
            app.Quit()
        })))
}

w.Show()
}
```



# Hello Big World!

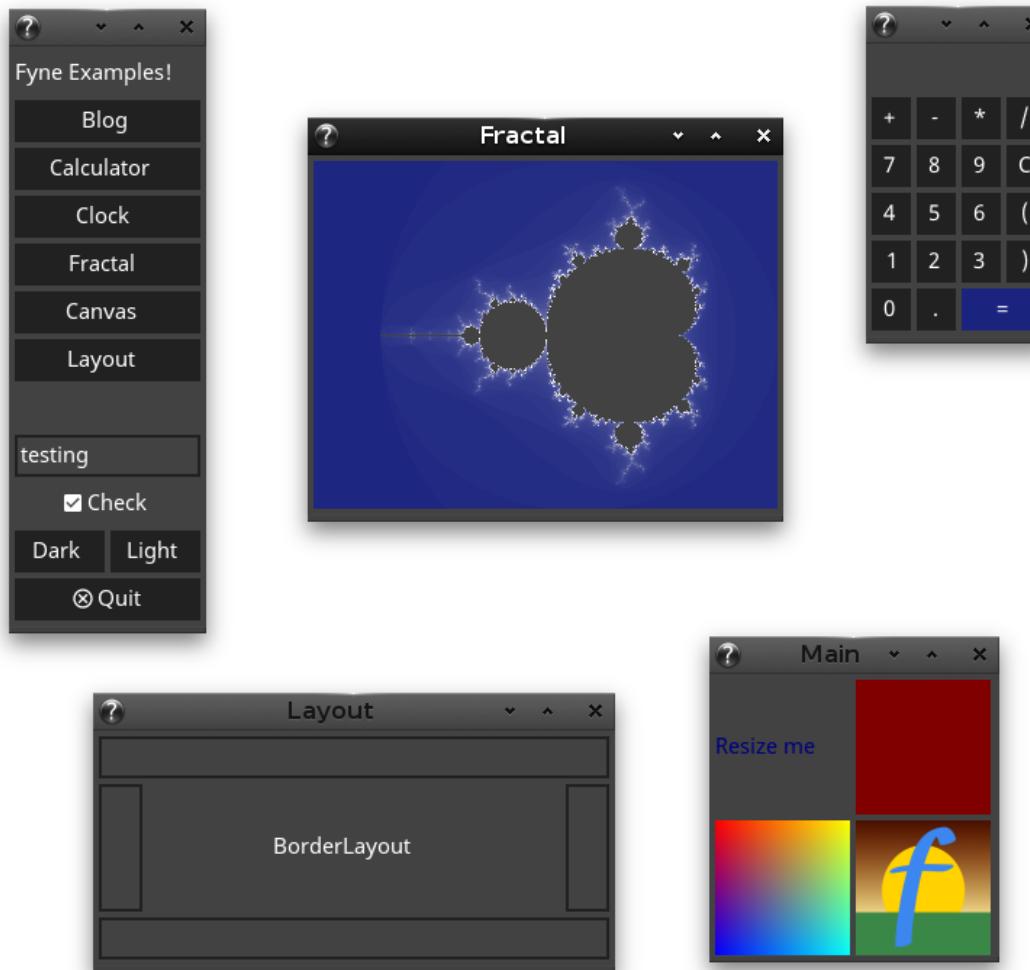
```
# export FYNE_SCALE=4  
# export FYNE_THEME=light
```



# Hello Fyne!

Quit

# Examples



# Roadmap

- Basic cross-platform UI toolkit

- More widgets (scroll, dialogs, menus etc)
- More canvas primitives (circle, formatted text)
- More icons (standard actions, file types etc)
- Set up an IDE with Fyne support

- Full featured application framework

- High level layouts and workflows
- Web service integrations
- Multimedia embedding
- Integrating with platforms

- Desktop environment ...

[github.com/fyne-io/fyne/wiki/Roadmap](https://github.com/fyne-io/fyne/wiki/Roadmap) (<https://github.com/fyne-io/fyne/wiki/Roadmap>)

# Your Beautiful New Open Source Desktop

- Experimental fyne project
- Material design and usability
- Modern features in minimal design
- Linux, Wayland base (+Xwayland?)

## Get Involved

- [fyne.io](http://fyne.io) (<http://fyne.io>)
- [github.com/fyne-io](https://github.com/fyne-io) (<https://github.com/fyne-io>)
- Gopher Slack [#fyne](https://gophers.slack.com/app_redirect?channel=fyne) ([https://gophers.slack.com/app\\_redirect?channel=fyne](https://gophers.slack.com/app_redirect?channel=fyne))

# Thank you

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