Introduction to Go

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Summary

Go is a brand-spanking-new systems language that Google released in November, 2009. Every wonder how awesome C would be if it was garbage-collected, concurrent, and didn't take a few weeks to compile? Wake up; it's here! We'll take a look at this new language that steals some of the dynamic flexibility of Python and Ruby, the performance of C, and a compile time that you'll miss if you blink.

Hello, world

```
package main

import "fmt"

func      () {
  fmt.Printf("Hello, world\n")
}
```

code/hello_world.go

Why Go?

- It's a systems language
- It's fun, like dynamic languages

We Already Have a Systems Language!

Like C

```
void       (int m, int t, int
c) {
  ((t / m) <= 1) ?
primes(m,t+1,c) : !(t % m) ?
primes(m,t+1, t % m) :
  ((t % m)==(t / m) && !c) ?
(printf("%d\t",(t / m)),
primes(m,t+1,c)) :
  ((t % m)> 1 && (t % m) < (t /
m)) ? primes(m,t+1,c + !((t /
m) % (t % m))) :
  (t < m * m) ? primes(m,t+1,c)
: 0;
}
```

code/c.c

We Already Have Fun Languages!

```
module
  def                ( *  )
    args.       ? cmd.     :
"#{cmd} #{args.    (" ")}"
  end
end

puts this is terrible code
```

code/ruby.rb

It Runs on Linux and OS X!

And Also...

Specifications

- Compiled
- Imperative, structured
- Concurrent
- Strongly typed (explicit or inferred)

Variables & Types

- int, float
- int8, int32, float64
- uint, ufloat
- string

Variables: Pointers and Arrays

Pointers

- [TODO]

Arrays

```
var arrayOfInt [10]int
```

code/variables.go

Variables: Slices and Maps

Slices

Maps

```
var m map = map[string] int{}
m["price"] = 5
```

code/variables.go

Variable Declaration

```
// Declare a variable
var s string = "";

// Go infers the type
var s2 = "";

// Syntactic shorthand - initializing declaration
s3 := "";
```

code/variables.go

Go ≠ C

- Semicolons optional (implied)
- Curly braces MUST start on the same line
- No parentheses in `if`s and `for`s
- Garbage collected
- Arrays aren't pointers

Methods

- Pass by value
- Multiple return values

What? Multiple Return Values?!

Concurrency

Goroutines

- NOT threads
- Independent code
- Communication over shared memory

Channels

Threading

Networking

Interfaces