



# Introduction to Go

Kevin W. Gisi

Twin Cities Code Camp 8—April 10, 2010

## 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.

## Why Do We Need a Systems Language?

```
_ ( __ , __ , __ , __ ) { __ /
__ <= __ ? _ ( __ , __ + __ , __ , __
__ &&! __ ? (printf ("%d\t", __ /
__ ) , _ ( __ , __ + __ , __ , __ ) ) :
__ ) ? _ ( __ , __ + __ ,
__ + ! ( __ /
__ % ( __ % __ ) ) , __ ) : __ < __ * __ ? _ (
0 , 0 , 1 ) ; }
```

## Ruby Code

```
puts "hey"
5 + 5 = 10
def foo
  eval("4")
end
```

## Specifications

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