

GO and C

Pros and Cons and General Practices

\$ whoami

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Pros

Existing codebase (e.g - QT)

New performant API (graphics libraries)

Save development time

Performance (LMDB vs BoltBD)

Cons

“Some people, when confronted with a problem, think ‘I know, I’ll use cgo.’

Now they have two problems.”

-Dave Cheney

“Cgo is NOT Go”

Cross compilation may not work

Slower build times

Go tooling will suffer

“Combing Go code and C code results in the intersection of both worlds, not the union” - Dave Cheney

C Macros won't work

Go testing needs wrappers

Call overhead

Manual memory management

Concurrency at risk

Not you code

Static build is complicated

References

<https://www.youtube.com/watch?v=PAAkCSZUG1c&t=12m37s>

<https://github.com/zenhotels/lmdb-go>

<https://dave.cheney.net/2016/01/18/cgo-is-not-go>

<https://www.cockroachlabs.com/blog/the-cost-and-complexity-of-cgo/>

Demo/Questions/Comments