

Go Meetup: Buffalo

Rapid web development in Go



Material

<http://github.com/gophers-mty/buffalo-workshop>

1. Prework:

Getting started with

Go

\$GOPATH

The `$GOPATH` is where all Go files must live.

In Go 1.8, the `$GOPATH` defaults to `$HOME/go` if not set explicitly. All earlier versions of Go require this environment variable to be set.

Setting up your \$PATH

When Go files are installed they are placed into the `$GOPATH/bin` folder. This should be added to your `$PATH` so that these executable files are available to you.

Unix/Mac OS

In your `.bash_profile`, or equivalent file:

```
export PATH="$GOPATH/bin:$PATH"
```

Go Workspaces

Under `$GOPATH` there are three folders:

- **bin:** This is where compiled Go programs will be installed
- **pkg:** Compiled package objects live here. You can safely ignore this directory
- **src:** This is where all of your source code for Go projects has to lie

Common Layout

It is common to layout out your Go project in the following directory structure:

```
$GOPATH/src/github.com/username/project
```

This will make projects available with the go get tool. It will also help readability later.

Exercise: System Check

1. Download the following problem:

buffalo-workshop/1-prework/system-check.go

2. Execute it in your machine:

```
$ go run system-check.go
```

3. If it prints “*Success!*” You’re ready to go!

2. Introduction to Buffalo

Web applications are not simple

- routing
- templating
- database
- assets
- deployment
- testing
- task scripting
- internationalization
- sessions
- cookies
- notifications
- middleware, etc...

Standard library?

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Buffalo to the rescue!



A rapid web development eco-system for Go

Installation

Buffalo can be installed with the go get command:

```
$ go get -u -v github.com/gobuffalo/buffalo/buffalo
```