Eine Einführung in go

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Agenda

- some history
- basic features
- cool web stuff
- concurrency212121
- interfaces

Why go?

In 2007, three guys at Google were frustrated with the existing languages for writing server software:

- Compiling C++ was too slow
- Writing Java felt too verbose
- Aversion against inheritance and design patterns
- Getting concurrency right was hard

```cpp
// Within large projects, popular header files
// get included thousands of times and hence
// have to be recompiled over and over again
#include <iostream>
#include <string>
#include <vector>
```

```java
public class PersonBean {
    private String name;
    private int age;

    public PersonBean(String name, int age) {
        this.name = name;
        this.age = age;
    }

    public String getName() {
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }

    public int getAge() {
        return age;
    }

    public void setAge(int age) {
        this.age = age;
    }

    @Override
    public String toString() {
        return "PersonBean [name=" + name + ", age=" + age + "]";
    }

    @Override
    public int hashCode() {
        final int prime = 31;
```