

# Die Sprache Go

## In fünf Minuten

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- Robert Griesemer (*JavaScript engine V8*)
- Rob Pike (*Plan 9, Inferno, Limbo, UTF-8*)
- Ken Thompson (*UNIX, shell*)

- wird kompiliert
- imperativ
- objektorientiert
- stark & statisch typisiert
- garbage Collection
- gute Unterstützung für Nebenläufigkeit

- `go build [file]`
- `go run file`
- `go test [file]`
- `go get [url]`

```
1 package main
2
3 import "fmt"
4
5 func main() {
6     fmt.Println("hello world")
7 }
```

## Keywords:

<code>break</code>	<code>default</code>	<code>func</code>	<code>interface</code>	<code>select</code>
<code>case</code>	<code>defer</code>	<code>go</code>	<code>map</code>	<code>struct</code>
<code>chan</code>	<code>else</code>	<code>goto</code>	<code>package</code>	<code>switch</code>
<code>const</code>	<code>fallthrough</code>	<code>if</code>	<code>range</code>	<code>type</code>
<code>continue</code>	<code>for</code>	<code>import</code>	<code>return</code>	<code>var</code>

## Constants:

<code>true</code>	<code>false</code>	<code>nil</code>	<code>iota</code>
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## Functions:

new	len	complex	panic
make	cap	real	recover
close	append	imag	
copy			
delete			

## Basic types:

```
int      int8    int16   int32   int64
uint     uint8   uint16   uint32  uint64  uintptr

float32  float64
complex64 complex128

bool     byte    rune     string  error
```



## Operators:

```
*    /    %    &    &^    <<    >>
+    -    ^    |
==   !=   <    <=   >    >=
&&
||
```

## Variablen:

```
1 var x int = 0
2 var x int
3 var x = 0
4
5 // for local variables only
6 x := 0
```

## Slice:

```
1 s := make([]string, 0)
2 fmt.Println(cap(s)) // 0
3 s = append(s, "hello")
4 fmt.Println(cap(s)) // 1
5 s = append(s, "hello")
6 fmt.Println(cap(s)) // 2
7 s = append(s, "hello")
8 fmt.Println(cap(s)) // 4
9 s = append(s, "hello")
10 s = append(s, "hello")
11 fmt.Println(cap(s)) // 8
12 //...
```

## Schleifen:

```
1  for i := 0; i < 10; i++ {  
2      fmt.Println(i)  
3  }  
4  
5  // or:  
6  
7  i := 0  
8  condition := true  
9  for condition {  
10     fmt.Println(i)  
11     i++  
12     if i == 10 {  
13         condition = false  
14     }  
15 }
```

## Synchronisation von Threads:

```
1  done := make(chan bool)
2
3  go func(from string) {
4      for i := 0; i < 3; i++ {
5          fmt.Println(from, ":", i)
6          time.Sleep(time.Second)
7      }
8
9      done <- true
10 }("value")
11
12 <-done
13
14 fmt.Println("done")
```