

basics

idiomatic Go

sometimes you have to think differently

think simpler

idiomatic ways

- formatting

- naming

- control structures

- ...

see https://golang.org/doc/effective_go.html

Variables

```
// declaration & assignment
```

```
var x int
```

```
var s string = "foo"
```

```
// type inference
```

```
b := "bar"
```

```
// multiple assignment
```

```
var y, z int = 1, 2
```

```
// constants
```

```
const s string = "constant"
```


types

bool

string

int int8 int16 int32 int64 uint uint8 uint16 uint32 uint64 uintptr

byte // alias for uint8

rune // alias for int32

// represents a Unicode code point

float32 float64

complex64 complex128

formatting

```
print("hello")  
fmt.Print("hello")  
fmt.Println("hello")
```

```
fmt.Printf("Hello, %s", "Karlsruhe")  
fmt.Printf("Hello, %d", 42)  
fmt.Printf("Hello, %v %v", "Karlsruhe", 47.11)  
fmt.Printf("Hello, %+v", someStruct) // struct with fields  
fmt.Printf("Hello, %T", someStruct) // type
```

```
fmt.Sprintf("Hello, %T", someStruct) // string  
fmt.Fprintf(w, "Hello, %T", someStruct) // writer
```

<https://golang.org/pkg/fmt/>

if-else

```
x := 42
if x < 0 {
    fmt.Println("Negative")
} else if x == 42 {
    fmt.Println("The answer to life. Also positive.")
} else {
    fmt.Println("Positive")
}

// inline statement
if y := x % 2; y == 0 {
    fmt.Println("Even.")
} else {
    fmt.Println("Odd")
}
```


switch

```
x := 4711
switch x {
case 4711:
    fmt.Println("Cologne")
case 42:
    fmt.Println("The answer to life.")
}
```

Automatic break

break for breaking out of loops

fallthrough for falling through

switch (no expression)

```
t := time.Now()
switch {
case t.Hour() >= 9 && t.Hour() < 12:
    fmt.Println("Good Morning")
case t.Hour() >= 12 && t.Hour() < 18:
    fmt.Println("Good Afternoon")
case t.Hour() >= 18 && t.Hour() < 22:
    fmt.Println("Good Evening")
default: fmt.Println("Good Night!")
}
```


operators

//comparison

== != < <= > >=

//logical

&& || !

//arithmetical

* / % + -

//bitwise

& | ^ &^ << >>

arrays

```
var a [10]byte
```

```
b := [4]int{1, 2, 3, 4}
```

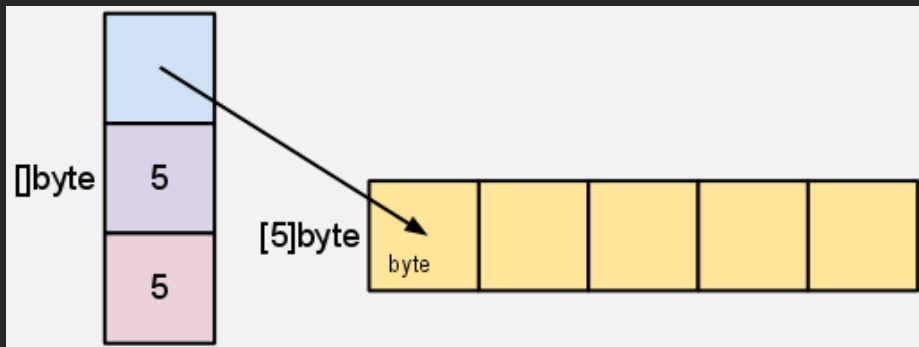
```
b[0] = 100
```

```
var x [5][100]int
```

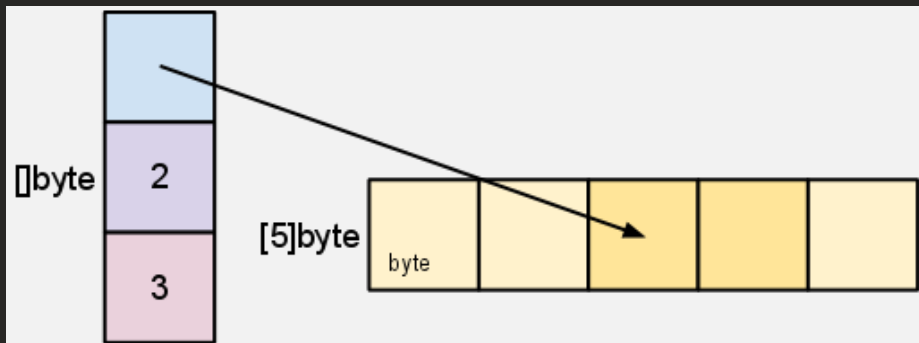
fixed size sequences
rarely used

slices

```
s := make([]string, 5, 5)
```



```
t := s[2:3]
```



slices

pointers to (sub)arrays

```
s := []int{3, 4, 2, 7, 5, 6, 10, 1, 9, 8}
```

```
s[0] = 100
```

```
t := make([]string, 5, 5)
```

```
t = append(t, "foo")
```

```
x := s[1:] // all starting from second
```

```
y := s[:len(s)-2] //all without last
```

```
z := s[1:3] // elements 2,3,4
```

maps

```
m := make(map[string]int)
```

```
m := map[int]string{42: "answer", 4711: "cologne"}
```

```
m1[1] = "bar"
```

```
m1[4711] = "baz"
```

```
delete(m1, 1)
```

```
val, ok := m1[7]
```

```
if !ok {
```

```
    fmt.Printf("Key 7 not found")
```

```
}
```

loops

```
i := 0
for i < 10 {
    fmt.Println(i)
    i++
}
```

```
for i := 0; i < 10; i++ {
    fmt.Println(i)
}
```

```
for { // for ever
    fmt.Println("go")
}
```

```
arr := []string{"a", "b", "c", "d", "e", "f", "g", "h", "i", "j"}
for i, letter := range arr {
    fmt.Println(i, letter)
}
```

Only one type of loop: **for**

functions

```
func greet(name string) {  
    fmt.Printf("Hello %s!\n", name)  
}
```

```
func add(a int, b int) int {  
    return a + b  
}
```

```
func mult(a, b int) (c int) {  
    c = a * b  
    return  
}
```

```
greet("World")  
fmt.Println(mult(6, 7))
```

multi-value

```
func div(a, b int) (int, error) {  
    if b == 0 {  
        return 0, fmt.Errorf("divisor is 0", b)  
    }  
    return a / b, nil  
}  
  
result, err := div(1, 0)  
if err != nil {  
    fmt.Println(err.Error())  
}  
  
if result, err := div(1, 0); err != nil {  
    fmt.Println(err.Error())  
}  
  
_, err := div(1, 0) // ignore result
```

function values

```
func compute(a, b int, fn func(a, b int) int) int {  
    return fn(a, b)  
}
```

```
myFunc := func(a, b int) int {  
    func1 := add  
    func2 := mult  
    return func2(a, func1(b, 1)) // a*(b+1)  
}
```

```
fmt.Println(compute(7, 6, myFunc))
```


closures

```
func makeGreeter(greeting string) func(string) string {  
    count := 0  
    return func(name string) string {  
        count++  
        return fmt.Sprintf("%s %s [%d x]", greeting, name, count)  
    }  
}
```

```
hello := makeGreeter("Hello")  
whazzup := makeGreeter("Whazzup")  
  
fmt.Println(hello("World"))           // => Hello World [1 x]  
fmt.Println(whazzup("Karlsruhe"))     // => Whazzup Karlsruhe [1 x]  
fmt.Println(whazzup("Hackschool"))    // => Whazzup Hackschool [2 x]
```



session 2 – basics

<https://github.com/iigorr/go-workshop>

1-hello/README.md

1-hello/CheatSheet.md

2.1 FizzBuzz

2.2 Bubble Sort

2.3 Fibonacci

2.4 Go Find

If you are stuck: please ask, peek into solutions