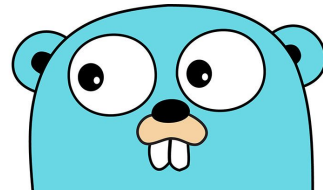


# Start Your Programming Journey with Go!

Radical Rakhman Wahid & Amir Muhammad Hakim

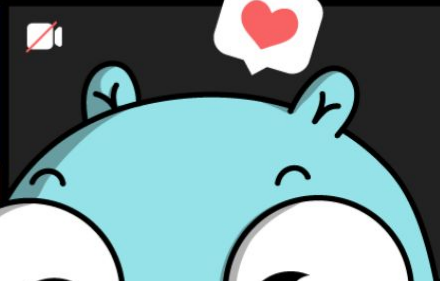
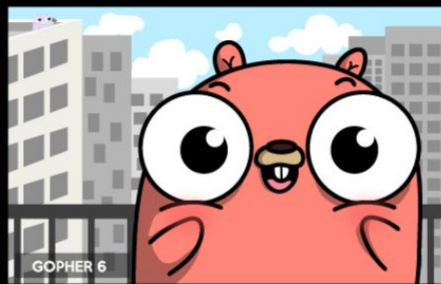
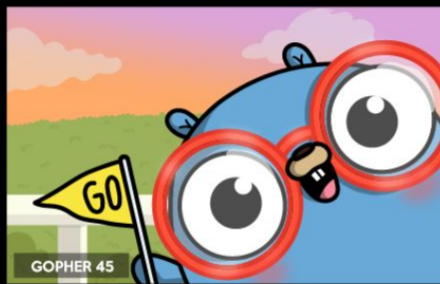
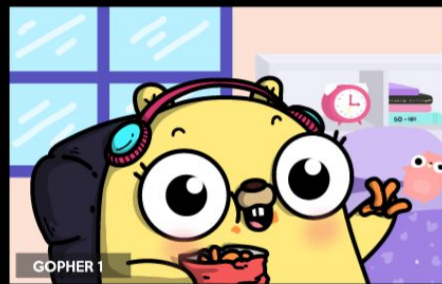


*Go Programming Course #1*  
*October 18<sup>th</sup> 2020 / Rabbi'ul Awwal 1<sup>st</sup> 1442*





Enter Full Screen



# Bahasan hari ini

Untuk apa Go dibuat?

Fitur-fitur Go

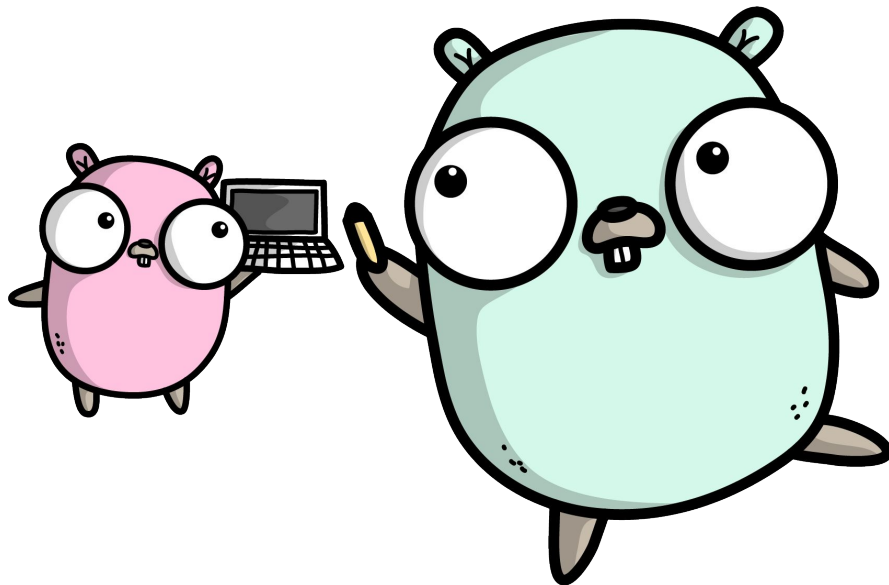
Go di lingkungan pengembangan *software*

Eksistensi Go pada perusahaan-perusahaan teknologi di Indonesia

Dukungan komunitas terhadap Go

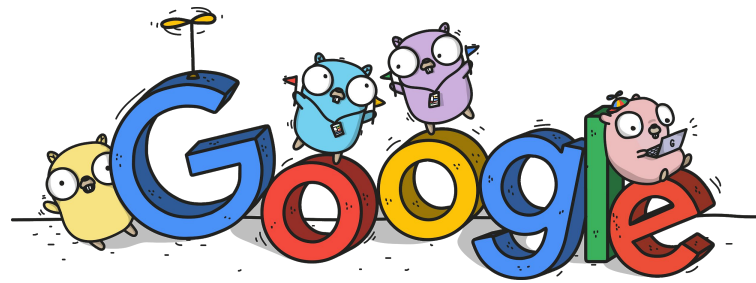
Tanya jawab

Praktek!



# Untuk apa Go dibuat?

“*Clean procedural language designed for **scalable cloud software***” (Rob Pike)

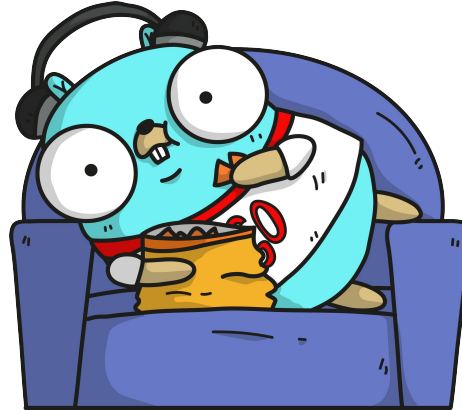


“...in order to build **simple**, **reliable**, and **efficient** software” (golang.org)

Belum adanya (fitur pada) bahasa pemrograman seperti C/C++, C#, Python, Java dll. yang dapat bekerja dengan baik pada sistem yang *multi core* (pada tahun 2006, dimana *dual core processor* pertama kali dirilis). Karena bahasa pemrograman pada saat itu didesain untuk menangani 1 *core processor* saja sehingga Go datang untuk memanfaatkan secara maksimal performa dari komputer *multi core processor*.

Cepat seleyaknya C/C++ dengan keterbacaan kode seperti Python (opini pribadi).

# Fitur-fitur Go



Sebagian besar sama seperti bahasa pemrograman  
pada umumnya

# Is Go an object-oriented language?

Yes and no. Although Go has types and methods and allows an object-oriented style of programming, there is no type hierarchy. The concept of “interface” in Go provides a different approach that we believe is easy to use and in some ways more general. There are also ways to embed types in other types to provide something analogous—but not identical—to subclassing. Moreover, methods in Go are more general than in C++ or Java: they can be defined for any sort of data, even built-in types such as plain, “unboxed” integers. They are not restricted to structs (classes).

Also, the lack of a type hierarchy makes “objects” in Go feel much more lightweight than in languages such as C++ or Java.



## Statically typed

```
var x int = 3  
var hello string = "Hello"  
  
hello = 2 → Error!
```

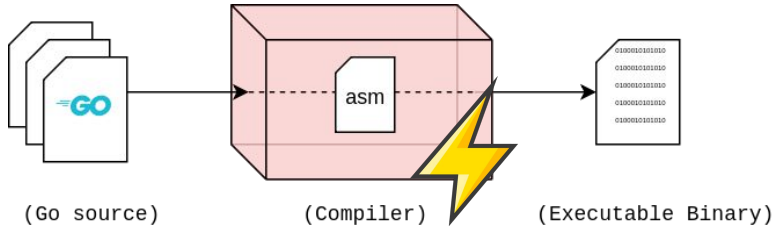
Type safe!

## Automatic type inference

```
x := 3  
hello := "Hello"  
  
hello = 2 → Error!
```

Simple +  
Type safe

## Fast compiled & Produces binary executables (Fast runtime)



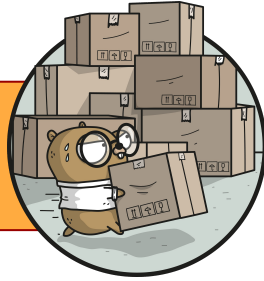
## Garbage collector

Frees developers from having to manually release memory



Standard library

Strong built-in libraries &  
production ready

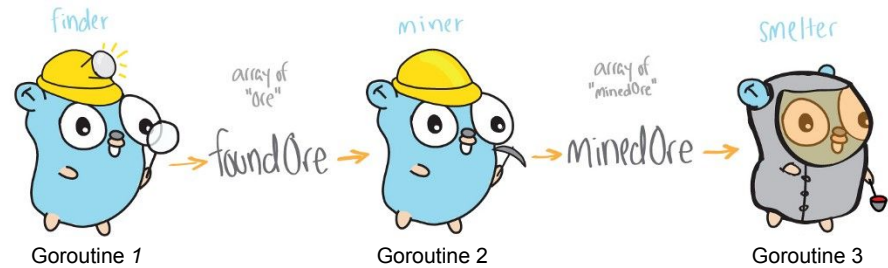


Cross Platform

Runs on linux/mac/windows & currently  
has experimental mobile support

Built-in concurrency

Making progress on more than one task  
simultaneously (w/ Goroutines & Channels)



*\*Semua goroutine bekerja dalam waktu yang bersamaan & saling ngasih tahu satu sama lain via channel*



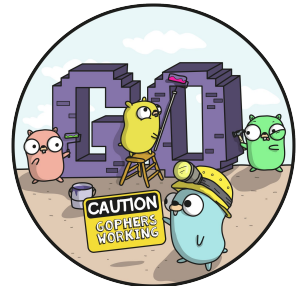
# Konkurensi != Paralelisme

Agar lebih mudah memahami kita buat studi kasus sederhana yang terdiri dari mahasiswa, tugas skripsi'nya, dan penjual nasi goreng.

Sekuensial : mahasiswa menyelesaikan tugas skripsi dulu baru kemudian beli nasi goreng (atau dibalik)

Paralelisme : mahasiswa menyelesaikan tugas dibarengi dengan teman'nya yang baik hati memesan nasi goreng untuk si mahasiswa

Konkurensi : mahasiswa mengerjakan tugas di tempat penjual nasi goreng saat penjual nasi goreng sedang memasak



# Go di lingkungan pengembangan *software*

Distributed system /  
Networking

Scripting (CLI apps)

Cloud (Backend  
services)

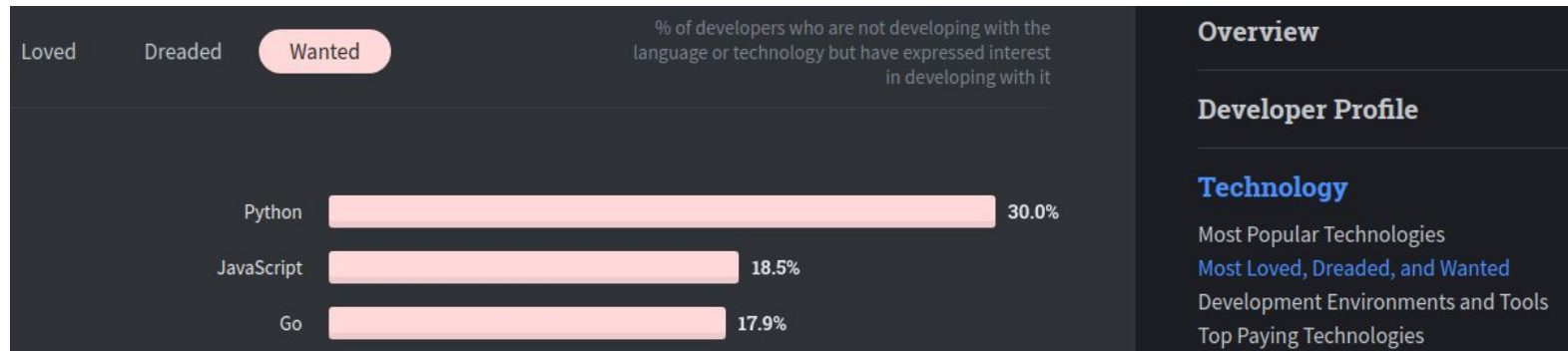
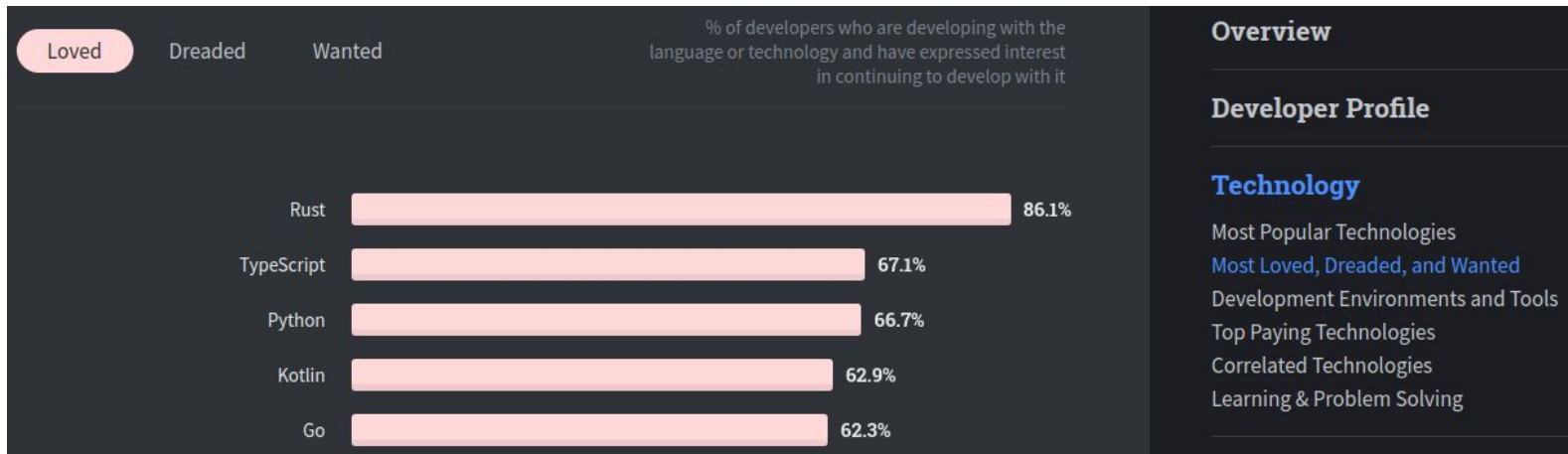
System programming

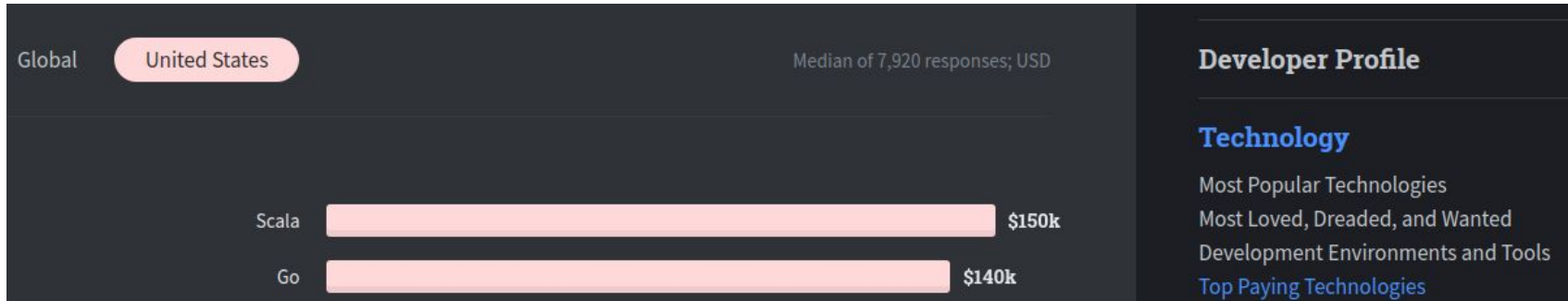
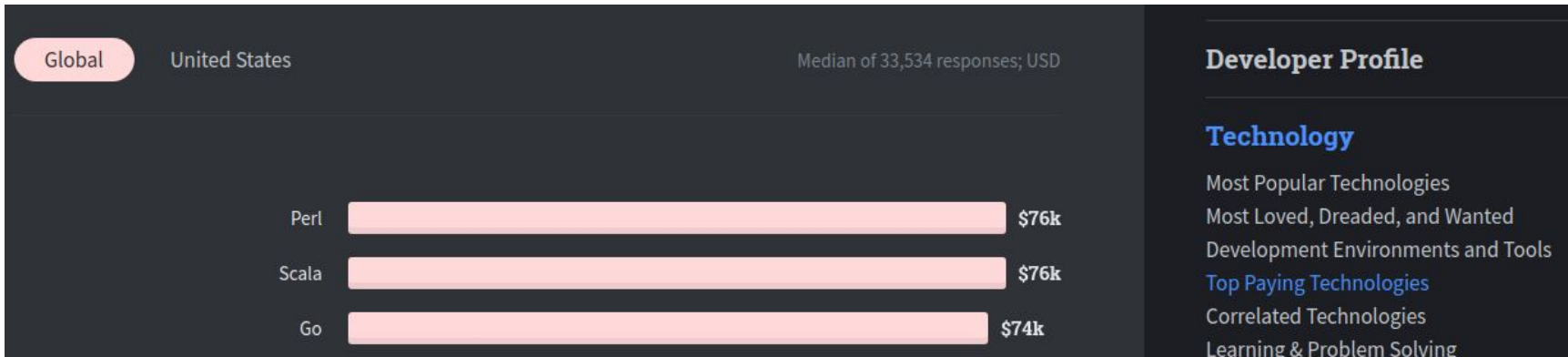
Web development

Desktop application

Open source projects

Mobile (Experimental)





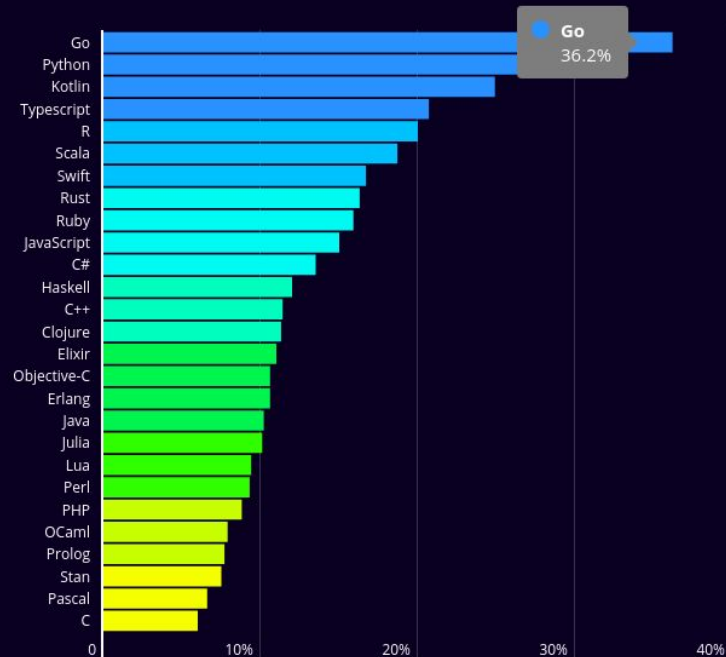
# Go is the #1 language developers want to learn

For the third year running, Go is the #1 language developers want to learn next.

Developed by Google, Go has seen increasing popularity since its invention in 2009, due in part to the visibility of its creators. As we noted [in our 2018 report](#), it's not the first time tech giants like Google have driven language adoption: Twitter similarly boosted Scala when it outgrew Ruby on Rails, as Apple did for Swift when it moved away from Objective-C.

And slowly but surely, developers are learning Go. It inched up to the 12th best known language for 2020, up from 13th in 2018.

What languages do you plan on learning next?



#### CHANGE IN PROGRAMMING LANGUAGE USE, 2018-2019

01	Dart	532%
02	Rust	235%
03	HCL	213%
04	Kotlin	182%
05	TypeScript	161%
06	PowerShell	154%
07	Apex	154%
08	Python	151%
09	Assembly	149%
10	Go	147%

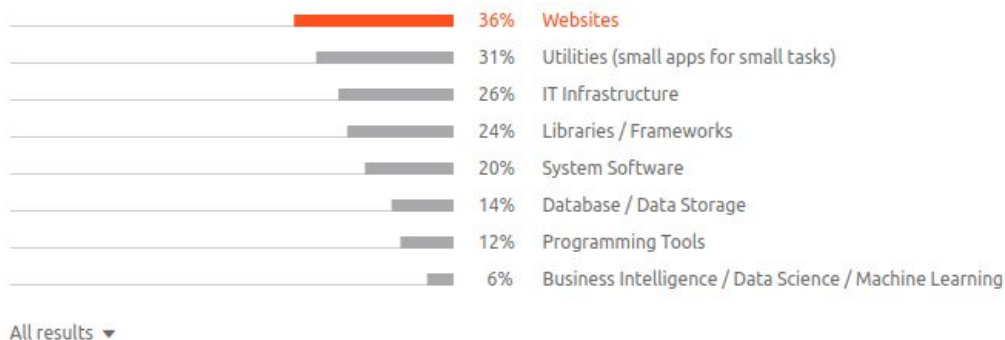
### Fastest growing languages

With Flutter in our trending repositories, it's not surprising that Dart gained contributors this year. We also saw trends toward statically typed languages focused on type safety and interoperability: the Rust, Kotlin, and TypeScript communities are still growing fast.\*

# 71%

of Go developers develop microservices, making Go the second most popular language for this purpose, after Scala.

## What types of software do you develop with Go?



The three most common uses for Go appear to be websites, utilities, and IT infrastructure.

DevOps and Infrastructure development are some of the most popular uses for Go. Therefore, it comes as no surprise that 80% of Go developers are involved in these activities, with 36% of them considering it to be one of their key responsibilities, while only 57% of developers in general associate themselves with infrastructure development.

Go developers are intensive Docker users. 84% claim to use it, which is 20 percentage points higher than the percentage of Docker users among the general developer population.



# *Development tools yang dibuat dengan Go*



**Cockroach DB**



**docker**



**Istio**



**Terraform**



**kubernetes**

dan lain-lain...

# Eksistensi Go pada perusahaan-perusahaan teknologi di Indonesia



tokopedia



# Dukungan komunitas pemrogram Go



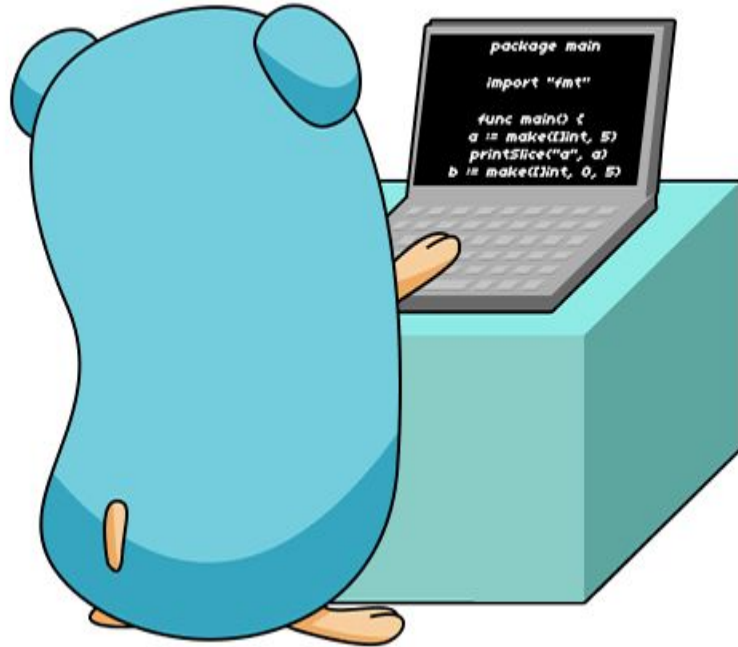
Golang Indonesia := <https://t.me/golangID>

*Gopher Conference* - Konferensi Internasional Bahasa Pemrograman Go

<https://github.com/golang/go/wiki/Conferences>



# Kuy praktek!



Materi praktek pertemuan pertama :

***Package and Hello world (<http>)!***

***Values***

***Variables and Data Types***

***Simple Input/Output***

***Constants***

***For (looping)***