



# Golang Programming

Program structure, data types, operators, control-flow statements, functions

# Where to Find The Code and Materials?

<https://github.com/iproduct/coursego>

# Arrays

- Example:

```
var a [10]int
for i := 0; i < 10; i++ {
    fmt.Printf("Element: a[%d] = %d\n", i, a[i])
}
```

- In Go, arrays are a low-level data structure - blocks of memory.
- In C, array subscripting is just another way of writing pointer arithmetic, but Go does not permit pointer arithmetic - pointers and arrays are distinct types => no arbitrary-sized array.
- The size of a Go array is intrinsic to its type, automatic bounds checking.

# Initializing Arrays

- Creating array of size 50 filled with zeros:

```
var a1 [50]int
```

- Creating 2-D matrix 5x5:

```
var matrix [5][5]float64
```

- Initializing array using array literal:

```
primes := [6]int{2, 3, 5, 7, 11, 13}
```

# Length and capacity

```
var a [2]string
a[0] = "Hello"
a[1] = "World"
fmt.Println(a[0], a[1])
fmt.Println(len(a))
fmt.Println(cap(a))
```

Results:

Hello World

2

2

# Assigning Array Values

- Assigning array value **copies that value** (potentially very slow):

```
a1 := [...]int{1, 2}
a2 := a1
a2[0] = 3
fmt.Printf("%v, %v, %t\n", a1, a2, &a1 == &a2)
```

Result: [1 2], [3 2], false

- Go makes it **possible** to write **fast code**, but makes it **easy** to write **correct code**. This is the opposite of the C philosophy, which makes it **easy** to write **fast code** and **possible** to write **correct code**. [Chisnall, The Go Programming Language Phrasebook]

# Slices

- Create by slicing existing array:

```
var a3[20]int
firstHalf := a3[:10]
secondHalf := a3[10:]
middle := a3[5:15]
all := a3[:]
fmt.Printf("%v, %v, %v, %v\n", firstHalf, secondHalf, middle, all)
```

- Create using composite literal and by re-slicing:

```
var slice []int = []int{2, 3, 5, 7, 11, 13}
fmt.Println(slice) // [2 3 5 7 11 13]
reslice := slice[2:5]
fmt.Println(reslice) // [5 7 11]
```

# Making Slices, Maps and Channels

Call	Type T	Result
make(T, n)	slice	slice of type T with length n and capacity n
make(T, n, m)	slice	slice of type T with length n and capacity m
make(T)	map	map of type T
make(T, n)	map	map of type T with initial space for approximately n elements
make(T)	channel	unbuffered channel of type T
make(T, n)	channel	buffered channel of type T, buffer size n



# Making Slices and Reslicing

```
func main() {  
    a := make([]int, 5) // Len(a)=5  
    printSlice("a", a) // a Len=5 cap=5 [0 0 0 0 0]  
    b := make([]int, 0, 5) // Len(b)=0, cap(b)=5  
    printSlice("b", b) // b Len=0 cap=5 []  
    b = b[:cap(b)] // Len(b)=5, cap(b)=5  
    printSlice("b", b) // b Len=5 cap=5 [0 0 0 0 0]  
    b = b[1:] // Len(b)=4, cap(b)=4  
    printSlice("b", b) // b Len=4 cap=4 [0 0 0 0]  
}  
  
func printSlice(s string, x []int) {  
    fmt.Printf("%s len=%d cap=%d %v\n", s, len(x), cap(x), x)  
}
```

# Making Slices and Reslicing

```
func main() {  
    a := make([]int, 5, 10)  
    printSlice("a", a)           // a len=5 cap=10 [0 0 0 0 0]  
    b := make([]int, 0, 5)  
    printSlice("b", b)           // b len=0 cap=5 []  
    c := b[:2]  
    printSlice("c", c)           // c len=2 cap=5 [0 0]  
    d := c[2:4:5]  
    printSlice("d", d)           // d len=2 cap=3 [0 0]  
    e := a[2:5:10]  
    printSlice("e", e)           // e len=3 cap=8 [0 0 0]  
}  
func printSlice(s string, x []int) {  
    fmt.Printf("%s len=%d cap=%d %v\n", s, len(x), cap(x), x)  
}
```

# Slices Are Like References to Arrays

```
func main() {  
    names := [4]string{"John", "Paul", "George", "Ringo"}  
    fmt.Println(names) // [John Paul George Ringo]  
  
    a := names[1:2]  
    b := a[2:3]  
    fmt.Println(a, b) // [Paul] [XXX]  
  
    b[0] = "XXX"  
    fmt.Println(a, b) // [Paul] [XXX]  
    fmt.Println(names) // [John Paul George XXX]  
}
```

# Nil Slices

```
func main() {  
    var s []int  
    fmt.Println(s, len(s), cap(s)) // [] 0 0  
    if s == nil {  
        fmt.Println("nil!") // nil!  
    }  
}
```

# Slices of Slice

*// Create a tic-tac-toe board.*

```
board := [][]string{
    []string{"_", "_", "_"},
    []string{"_", "_", "_"},
    []string{"_", "_", "_"},
}
```

*// The players take turns.*

```
board[0][0] = "X"
board[2][2] = "O"
board[1][2] = "X"
board[1][0] = "O"
board[0][2] = "X"
```

```
for i := 0; i < len(board); i++ {
    fmt.Printf("%s\n", strings.Join(board[i], " "))
}
```

# Exercise 1: Tic-Tac-Toe

- Implement **Tic-Tac-Toe** game with two participants. You can use the last example as a base.
- The two players should in turn enter their moves from the console and the program should validate them and print the resulting board or print an error message if the move is illegal.
- \* *Advanced: Try to implement in Go an algorithm for that will automatically choose the next move of a computerized player.*

# More Examples

```
q := []int{2, 3, 5, 7, 11, 13}
fmt.Println(q) // [2 3 5 7 11 13]
```

```
r := []bool{true, false, true, true, false, true}
fmt.Println(r) // [true false true true false true]
```

```
s := []struct {
    i int
    b bool
}{
    {2, true},
    {3, false},
    {5, true},
    {7, true},
    {11, false},
    {13, true},
}
fmt.Println(s) // [{2 true} {3 false} {5 true} {7 true} {11 false} {13 true}]
```

# Appending to a Slice

```
var s []int
printSlice(s) // len=0 cap=0 []
s2 := append(s, 0) // append works on nil slices.
printSlice(s2) // len=1 cap=1 [0]
s3 := append(s2, 1) // The slice grows as needed.
printSlice(s3) // len=2 cap=2 [0 1]
fmt.Printf("Same array: %t\n", &s3[0] == &s2[0]) // Same array: false

a := [...]int{2,3,5,7,9}
s4 := a[1:3]
printSlice(s4) // len=2 cap=4 [3 5]
s5 := append(s4, 11, 13)
printSlice(s5) // len=4 cap=4 [3 5 11 13]
fmt.Printf("Same array: %t\n", &s5[0] == &s4[0]) // Same array: true
s6 := append(s5, 17)
printSlice(s6) // len=5 cap=8 [3 5 11 13 17]
fmt.Printf("Same array: %t\n", &s6[0] == &s5[0]) // // Same array: false
```



# Slice Range

```
var pow = []int{1, 2, 4, 8, 16, 32, 64, 128}

func main() {
    for i, v := range pow {
        fmt.Printf("2**%d = %d\n", i, v)
    }
}
```

---

```
func main() {
    pow := make([]int, 10)
    for i := range pow {
        pow[i] = 1 << uint(i) // == 2**i
    }
    for _, value := range pow {
        fmt.Printf("%d\n", value)
    }
}
```

# Go Slices: Usage and Internals [Go Blog]

<https://blog.golang.org/go-slices-usage-and-internals>

## Exercise 2: Drawing an Image

- Implement Pic. It should return a slice of length dy, each element of which is a slice of dx 8-bit unsigned integers. When you run the program, it will display your picture, interpreting the integers as grayscale (well, bluescale) values.
- The choice of image is up to you. Interesting functions include  $(x+y)/2$ ,  $x*y$  and  $x^y$ .
- You need to use a loop to allocate each []uint8 inside the [][]uint8.

```
package main
import ("github.com/iproduct/coursego/simple/mypic"; "log"; "os"; "path")
const baseDir = "d:/CourseGO/workspace/src/github.com/iproduct/coursego/image"
// Pic returns a grayscale pic of size dy * dx
func Pic(dx, dy int) [][]uint8 {
}
func main() {
    file, err := os.Create(path.Join(baseDir, "image.png"))
    defer file.Close()
    if err != nil { log.Fatal(err) }
    mypic.Encode(Pic, file)
}
```

# Maps

```
type Vertex struct {  
    Lat, Long float64  
}  
  
var m map[string]Vertex  
  
func main() {  
    m = make(map[string]Vertex)  
    m["Bell Labs"] = Vertex{  
        40.68433, -74.39967,  
    }  
    fmt.Println(m["Bell Labs"])  
}
```

# Maps Literals

```
type Vertex struct {  
    Lat, Long float64  
}
```

```
var m = map[string]Vertex{  
    "Bell Labs": Vertex{ 40.68433, -74.39967 },  
    "Google"   : Vertex{ 37.42202, -122.08408 },  
}
```

```
func main() {  
    fmt.Println(m)  
}
```

# Maps Literals Shortcut

```
type Vertex struct {  
    Lat, Long float64  
}
```

```
var m = map[string]Vertex{  
    "Bell Labs": {40.68433, -74.39967},  
    "Google":    {37.42202, -122.08408},  
}
```

```
func main() {  
    fmt.Println(m)  
}
```

# Mutating Maps

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

```
m["Answer"] = 42
```

```
fmt.Println("The value:", m["Answer"]) // The value: 42
```

```
m["Answer"] = 48
```

```
fmt.Println("The value:", m["Answer"]) // The value: 48
```

```
delete(m, "Answer")
```

```
fmt.Println("The value:", m["Answer"]) // The value: 0
```

```
v, ok := m["Answer"]
```

```
fmt.Println("The value:", v, "Present?", ok) // 0 Present? false
```

# Exercise 3: Word Counting

- Implement [WordCount](#). It should return a map of the counts of each “word” in the string `s`. The [wc.Test](#) function runs a test suite against the provided function and prints success or failure. (You might find [strings.Fields](#) helpful):

```
package main
import (
    "golang.org/x/tour/wc"
)
func WordCount(s string) map[string]int {
    return map[string]int{"x": 1}
}
func main() {
    wc.Test(WordCount)
}
```



# Map Ranges

```
func countLines(f *os.File, counts map[string]int) {  
    input := bufio.NewScanner(f)  
    for input.Scan() {  
        counts[input.Text()]++  
    }  
}  
  
func main() {  
    files := os.Args[1:]  
    counts := make(map[string]int)  
    countLines(os.Stdin, counts)  
    for key, val := range counts {  
        fmt.Printf("%-20.20s -> %5d\n", key, val)  
    }  
}
```

# Structs

```
type Vertex struct{ X, Y int }
type Line struct{ A, B *Vertex }
var gv Vertex = Vertex{2, 5}
var gv2 Vertex = Vertex{12, 29}
var g1 Line = Line{&gv, &gv2}

func test(l Line) {
    fmt.Printf("%v, same=%v\n", l, l.A == g1.A)
    l.B.X = 42
    fmt.Printf("%v, %v\n", *l.A, *l.B)
}

func main() {
    test(g1)
    fmt.Printf("%v, %v\n", *g1.A, *g1.B)
}
```

# Struct Literals

```
type Vertex struct { X, Y int }
```

```
var (  
    v1 = Vertex{1, 2} // has type Vertex  
    v2 = Vertex{X: 1} // Y:0 is implicit  
    v3 = Vertex{}     // X:0 and Y:0  
    p  = &Vertex{1, 2} // has type *Vertex  
)
```

```
func main() {  
    fmt.Println(v1, p, v2, v3) // {1 2} &{1 2} {1 0} {0 0}  
    p := &v1  
    p.X = 1e9  
    fmt.Println(v1) // {1000000000 2}  
}
```

# Constants

```
type Role int
```

```
const (  
    User Role = 1 << iota  
    Manager  
    Admin  
    RoleMask = (1 << (iota)) - 1  
)
```

```
func (r Role) String() string {  
    switch r {  
    case User:  
        return "User"  
    case Manager:  
        return "Manager"  
    case Admin:  
        return "Admin"  
    default:  
        return "Invalid role"  
    }  
}
```

```
// Status type  
type Status int
```

```
// User statuses enum  
const (  
    Registered Status = iota  
    Active  
    Disabled  
)
```

```
// Returns string representation of the Role  
func (r Status) String() string {  
    switch r {  
    case Registered:  
        return "Registered"  
    case Active:  
        return "Active"  
    case Disabled:  
        return "Disabled"  
    default:  
        return "Invalid status"  
    }  
}
```

# Recursion

*//This fact function calls itself until it reaches the base case  
//of fact(0).*

```
func fact(n int) int {  
    if n == 0 {  
        return 1  
    }  
    return n * fact(n-1)  
}  
func main() {  
    fmt.Println(fact(7))  
}
```

# Functions – multiple return values

```
func swap(x, y string) (string, string) {  
    return y, x  
}
```

```
func main() {  
    a, b := swap("hello", "world")  
    fmt.Println(a, b)  
}
```

# Functions - named return values

```
func split(sum int) (x, y int) {  
    x = sum * 4 / 9  
    y = sum - x  
    return  
}
```

```
func main() {  
    fmt.Println(split(17))  
}
```

# Value and Reference Parameters

```
• func swapVal(x, y string) (string, string) {  
    return y, x  
}  
func swapRef(x, y *string) {  
    *x, *y = *y, *x  
}  
  
func main() {  
    a, b := swapVal("hello", "world")  
    fmt.Println(a, b)  
    swapRef(&a, &b)  
    fmt.Println(a, b)  
}
```

Output:

```
world hello  
hello world
```



# Variadic Parameters

```
func printf(format string, args ...interface{}) (int, error) {  
    _, err := fmt.Printf(format, args...)  
    return len(args), err  
}
```

```
func main() {  
    argsLen, err := printf("%v, %v\n", "abcd", 15)  
    if err == nil {  
        printf("Number args: %d\n", argsLen)  
    } else {  
        fmt.Printf("Error: %v\n", err)  
    }  
}
```

# Function Values, Anonymous Functions, Closures

```
count := 0
inc := func() int {
    count++
    return count
}

incBy := func(n int) int {
    count += n
    return count
}

printf("%d\n", inc())
printf("%d\n", incBy(10))
```

# Deferred Function Calls

```
func main() {  
    defer fmt.Println("world")  
  
    fmt.Println("hello")  
}
```

Results:

hello

world

# Stacking Deferred Function Calls

```
• func main() {  
    fmt.Println("counting")  
  
    for i := 0; i < 10; i++ {  
        defer fmt.Println(i)  
    }  
  
    fmt.Println("done")  
}
```

Results: ?

# Error Handling Strategies []

- Returning error
- Using `panic()` and `recover()`
- More about error handling in Go:

<https://blog.golang.org/error-handling-and-go>

# Errors [<https://golang.org/pkg/errors/>, <https://blog.golang.org/go1.13-errors>]

```
type MyError struct {
    When time.Time
    What string
}

func (e *MyError) Error() string {
    return fmt.Sprintf("at %v, %s",
        e.When, e.What)
}

func run() error {
    return &MyError{
        time.Now(),
        "it didn't work",
    }
}

func main() {
    if err := run(); err != nil {
        fmt.Println(err)
    }
}
```

# Panic

```
func badFunction() {  
    fmt.Printf("Select Panic type (0=no, 1=int, 2= panic)\n")  
    var choice int  
    fmt.Scanf("%d", &choice)  
    switch choice {  
        case 1: panic(0)  
        case 2: var invalid func();    invalid()  
    }  
}
```

# Recover

```
func main() {  
    defer func() {  
        if x := recover(); x != nil {  
            switch x.(type) {  
            default:  
                panic(x)  
            case int:  
                fmt.Printf("Function panicked with an error: %d\n", x)  
            }  
        }  
    }()  
    badFunction()  
    fmt.Printf("Program exited normally\n")  
}
```



# Recommended Literature

- The Go Documentation - <https://golang.org/doc/>
- The Go Bible: Effective Go - [https://golang.org/doc/effective\\_go.html](https://golang.org/doc/effective_go.html)
- David Chisnall, *The Go Programming Language Phrasebook*, Addison Wesley, 2012
- Alan A. A. Donovan, Brian W. Kernighan, *The Go Programming Language*, Addison Wesley, 2016
- Nathan Youngman, Roger Peppé, *Get Programming with Go*, Manning, 2018
- Naren Yellavula, *Building RESTful Web Services with Go*, Packt, 2017

# Thank's for Your Attention!



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