Golang Programming

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

Where to Find The Code and Materials?

https://github.com/iproduct/coursego

Names

- The names of Go functions, variables, constants, types, statement labels, and packages begin with a letter (Unicode letter) or underscore, and may have a number of additional letters, digits, or underscores.
- Names are case-sensitive: findWinner and Findwinner are different names.
- Scopes: local (declared within a function) and global (if declared outside of a function - visible to all files in a package)
- Exported (visible outside of the package) and unexported (package-local) - if the first letter is uppercased, it is exported, otherwise not. Ex: fmt.Printf()
- Short names are preferred.
- "Camel case" preferred when combining words. Ex: QuoteRuneToASCII not quote_rune_to_ASCII

Reserved Keywords

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

Keyword Categories

- const, func, import, package, type and var are used to declare all kinds of code elements in Go programs.
- chan, interface, map and struct are used as parts in some composite type denotations.
- break, case, continue, default, else, fallthrough, for, goto, if, range, return, select and switch are used to control flow of code.
- defer and go are also control flow keywords, but in other specific manners.

Predefined Names

- Constants: true, false, iota, nil
- Types: int, int8, int16, int32, int64, uint, uint8, uint16, uint32, uint64, uintptr, float32, float64, complex128, complex64, bool, byte, rune, string, error
- Functions: make, len, cap, new, append, copy, close, delete, complex, real, imag, panic, recover

Built-in Types

- One boolean type: bool.
- 11 built-in integer numeric types:
  int8, uint8, int16, uint16, int32, uint32, int64, uint64, int, uint, and uintptr.
- 2 floating-point numeric types: float32 and float64.
- 2 built-in complex numeric types: complex64 and complex128.
- One Unicode code point type (alias for int32): rune
- One built-in (immutable) string type: string.

Declarations

- Declarations: var , const , type , and func
- A Go program is stored in one or more files whose names end in .go .
- The package declaration states that files belong to the same package
- Packages (e.g. package stringutil), and commands (package main)
- Followed by import declarations, each including import path – package name is by default the last segment in import path.
  Ex: import "github.com/user/hello" -> package name is hello
- Followed by sequence of package-level declarations of constants, variables, types, and functions, in any order.

Variables

```
var global int = 50

var (
    home   = os.Getenv("HOME")
    user   = os.Getenv("USER")
    gopath = os.Getenv("GOPATH")
)

func init() {
   global = 12

    // gopath may be overridden by --gopath flag on command line.
   flag.StringVar(&gopath, "gopath", gopath, "override default GOPATH")
   if gopath == "" {
      gopath = "c:/coursego/workspace"
      log.Printf("GOPATH not set - using default: %s", gopath)
   }
}

func main() {
   l, n := 5, 12 \\ or var l, n int = 5, 12
   fmt.Printf("GOPATH=%v\nGlobal:%v\nLocal:%v, %v\n", global, gopath, l, n)
}
```

Variables

```
var i, j int = 5, 9


i, j = j, i // swap values of i and j


f, err := os.Open(name)
if err != nil {
      return err
}
// ...use f...
f.Close()
```

Value Literals - Integer

```
0xF // the hex form (starts with a "0x" or "0X")
0XF

017 // the octal form (starts with a "0", "0o" or "0O")
0o17
0O17

0b1111 // the binary form (starts with a "0b" or "0B")
0B1111

15 // the decimal form (starts without a "0")
```

Value Literals - Real

```
1.23
01.23    // == 1.23
.23
1.       // A "e" or "E" starts the exponent part (10-based).
1.23e2   // == 123.0
123E2    // == 12300.0
123.E+2  // == 12300.0
1e-1     // == 0.1
.1e0     // == 0.1
0010e-2  // == 0.1
0e+5     // == 0.0
```

Constants

```go
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"
    }
}
```

```go
// 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"
    }
}
```

Pointers

- A pointer value is the memory address of a variable. Memory addresses are often represented with hex integer literals, such as 0x1234CDEF.
- Not every value has an address, but every variable does. With a pointer, we can access or update the value of a variable directly.
- If a variable is declared var n int , the expression &n ("address of n") has a type *int , pronounced as "pointer to int".
- The variable to which p points is denoted as *p, and can be used in the left or in the right hand side of an assignment. Ex:

```
n := 11
p := &n    // p, of type *int, points to n
fmt.Println(*p) // "11"
```

```
*p = 42 // equivalent to n = 42
fmt.Println(n) // "42"
```

Pointers

```
func zeroval(ival int) {
    ival = 0
}

func zeroptr(iptr *int) {
    *iptr = 0
}

func main() {
    i := 1
    fmt.Println("initial:", i)

    zeroval(i)
    fmt.Println("zeroval:", i)

    zeroptr(&i)
    fmt.Println("zeroptr:", i)

    fmt.Println("pointer:", &i)
}
```

Output:

```
initial: 1
zeroval: 1
zeroptr: 0
pointer: 0x42131100
```

Stack or Heap?

```
var global *int


func f() {
    var x int
    x = 1
    global = &x
}
```

```
func g() {
    y := new(int)
    *y = 1
}
```

Methods: Value and Pointer Receivers

```
type ByteSlice []byte

func (slice ByteSlice) Append(data []byte) []byte {
    return append([]byte(slice), data...)
}

func (slice *ByteSlice) AppendPointer(data []byte) {
    *slice = append([]byte(*slice), data...)
}

func (slice *ByteSlice) Write(data []byte) (n int, err error) {
    *slice = append([]byte(*slice), data...)
    return len(data), nil
}

func main() {
       var b ByteSlice
       fmt.Fprintf(&b, "This hour has %d days\n", 7)
       fmt.Printf("%v", b)
}
```

Allocation with New

- The built-in function **new()** takes a type **T**, allocates storage for a variable of that type at run time, and returns a value of type *** T** pointing to it. The variable is initialized with a zero for that type. Usage: **new(T)**
- Example:

```
type S struct { a int; b float64 }
new(S)
```

➢allocates storage for a variable of type S, initializes it (a=0, b=0.0), and returns a value of type *S containing the address of the location.

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

Arithmetic Operators

+	sum	integers, floats, complex values, strings
-	difference	integers, floats, complex values
*	product	
/	quotient	
%	remainder	integers
&	bitwise AND	
|	bitwise OR	
^	bitwise XOR	
&^	bit clear (AND NOT)	
<<	left shift	integer << unsigned integer
>>	right shift	integer >> unsigned integer

++ and -- are statements, not expressions (do not return anything), postfix

Relational Operators

==	equal	comparable
!=	not equal	
<	less	integers, floats, strings
<=	less or equal	
>	greater	
>=	greater or equal	

Logical Operators

&&	conditional AND	p && q	means "if p then q else false"
||	conditional OR	p || q	means "if p then true else q"
!	NOT	!p	means "not p"

Pointers and Channels

&	address of	&x	generates a pointer to x
*	pointer indirection	*x	denotes the variable pointed to by x
<-	receive	<-ch	is the value received from channel ch

Type Conversion Operators

- Synatax: `Conversion = Type "(" Expression [ "," ] ")"`
- Examples:

```
uint(iota)                 // iota value of type uint
float32(2.718281828)       // 2.718281828 of type float32
complex128(1)              // 1.0 + 0.0i of type complex128
string(0x266c)             // "♬" of type string
string([]byte{'h', 'e', 'l', 'l', '\xc3', '\xb8'})   // "hellø“
[]byte("hellø")   // []byte{'h', 'e', 'l', 'l', '\xc3', '\xb8'}
string([]rune{0x767d, 0x9d6c})    //"\u767d\u9d6c“ == "白鵬"
```

Type Conversion Operators

```
MyString("foo" + "bar")  // "foobar" of type MyString
[]rune(MyString("白鵬翔"))  // []rune{0x767d, 0x9d6c, 0x7fd4}
(*Point)(p)      // p is converted to *Point
(<-chan int)(c)  // c is converted to <-chan int
(func())(x)      // x is converted to func()
(func() int)(x)  // x is converted to func() int
func() int(x)    // x is converted to func() int (unambiguous)
```

Type Conversion Example

```
type Sequence []int

// Copy method copies the current to a new Sequence
func (s Sequence) Copy() Sequence {
	result := make([]int,len(s))
	copy(result, s)
	return result
}

// String method sorts elements and returns them as string
func (s Sequence) String() string {
	s = s.Copy()
	sort.IntSlice(s).Sort()
	return fmt.Sprint([]int(s))
}
```

Interface Conversions and Type Assertions

```
type Stringer interface {
        String() string
}

var value interface{} // Value provided by caller.

func String() {
        switch str := value.(type) {          // type switch
        case string:
                return str
        case Stringer:
                return str.String()
        }

        if str, ok := value.(string); ok {    // The same as above with type assertion
                return str
        } else if str, ok := value.(Stringer); ok {
                return str.String()
        }
}
```

Loops - for

- "Classical" **for** loop:

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

- Endless loop with **break** (**do-while**):

```
sum := 1
for {
        sum += sum
        if sum > 1000 {
                break
        }
}
fmt.Println(sum)
```

- Loop **for with missing init and step**:

```
sum := 1
for ; sum < 1000; {
        sum += sum
}
fmt.Println(sum)
```

- Loop **while** condition is true:

```
sum := 1
for sum < 1000 {
        sum += sum
}
fmt.Println(sum)
```

Loops – for range

```
nums := []int{2, 3, 4}
sum := 0
for _, num := range nums {
        sum += num
}
fmt.Println("sum:", sum)

for i, num := range nums {
        if num == 3 {
                fmt.Println("index:", i)
        }
}

kvs := map[string]string{"a": "apple", "b": "banana"}
for k, v := range kvs {
        fmt.Printf("%s -> %s\n", k, v)
}
for k := range kvs { fmt.Println("key:", k) }
for i, c := range "go" { fmt.Println(i, c)  }
```

```
$ go run range.go
sum: 9
index: 1
a -> apple
b -> banana
key: a
key: b
0 103
1 111
```

Decision Making - if

- **if-return** (**if-break**, **if-continue**):

```
func sqrt(x float64) string {
    if x < 0 {
        return sqrt(-x) + "i"
    }
    return fmt.Sprint(math.Sqrt(x))
}
```

- **if with a short statement**

```
func pow(x, n, lim float64) float64 {
    if v := math.Pow(x, n); v < lim {
        return v
    }  // can't use v here, though
    return lim
}
```

- **If-else**:

```
func pow(x, n, lim float64) float64 {
    if v := math.Pow(x, n); v < lim {
        return v
    } else {
        fmt.Printf("%g >= %g\n", v, lim)
    }
    // can't use v here, though
    return lim
}
```

Decision Making – switch-case-default

- **switch-case-default**:

```
fmt.Println("When's Saturday?")
today := time.Now().Weekday()
switch time.Saturday {
case today + 0:
      fmt.Println("Today.")
case today + 1:
      fmt.Println("Tomorrow.")
case today + 2:
      fallthrough
case today + 3:
      fmt.Println("Have to wait.")
default:
      fmt.Println("Too far away.")
}
```

- **Switch with no condition**:

```
t := time.Now()
switch {
case t.Hour() < 12:
      fmt.Println("Good morning!")
case t.Hour() < 17:
      fmt.Println("Good afternoon.")
default:
      fmt.Println("Good evening.")
}
```

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)
	}
}
```

More Examples: Let's Write Some Code

- Variables
- Decisions
- Loops
- Functions
- Enums
- Structures and Methods
- Interfaces
- Polymorphism
- Arrays and Slices
- Maps
- Casting and Assertions
- Errors
- Command line args
- I/O from files and console
- Http Client and Server

Homework 1 (algorithmic problem)

Имаме **n** човека наредени в кръг с номера от 1 до **n,** които участват в игра на броене наречена броенка. Играта е със следните правила:

Започваме да броим от човека с номер 1.

Отброяваме **m** човека участващи в кръга. Последният отброен човек (с номер **m**) излиза от кръга.

Повтаряме стъпка 2 (продължавайки да броим от следващия участник), докато в кръга остане само един участник. Нека номерът на участника да бъде **p**.

Създайте функция **findWinner(n, m int) int,** която по подадени като аргументи **n** и **m** връща **p**.

Напишете и **main** функция която да въвежда от клавиатурата **n** и **m** и да отпечатва **p** на екрана.

Примерни данни **findWinner(8, 3) --> 7**, **findWinner(11, 5) --> 8.**

Recommended Literature

- The Go Documentation - https://golang.org/doc/
- The Go Bible: Effective Go - 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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