



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 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", 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`

`0017`

`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

```
type Role int

const (
    User      = 1 << iota
    Manager   = 1 << iota
    Admin     = 1 << iota
    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 = 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 := &x // 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

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 and Assertions

```
type Sequence []int
```

```
// Method for printing - sorts the elements before printing
```

```
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) {  
    case string:  
        return str  
    case Stringer:  
        return str.String()  
    }  
  
    if str, ok := value.(string); ok {  
        return str  
    } else if str, ok := value.(Stringer); ok {  
        return str.String()  
    }  
}
```

Homework 1 (algorithmic problem)

Имаме **n** човека наредени в кръг с номера от 1 до **n**, които участват в игра на броење 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 отпечата **p** на екрана.

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

More Examples: Let's Write Some Code

- Variables
- Decisions
- Loops
- Functions
- Enums
- Structures and Methods
- Interfaces
- Polymorphism
- Arrays and Slices
- Maps
- Command line args
- Casting and Assertions
- Errors
- Http Client and Server

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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