

# A Tour of Go for the C# Developer

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**Level: Introductory**

*The Ultimate Education Destination*  
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# I am NOT an Expert

- Primary language: C#
- Exploring Go (golang) for ideas
  - Different priorities
  - Different programming approaches
  - Things I can use in my primary environment

# About Go

- Created at Google
- First released March 2012
- General purpose language w/ C-like syntax
- Static Typing
- Memory Safety
- Garbage Collection
- Concurrency
- Run-time Efficiency



# Today's Topics

- Opinionated Syntax
- No Unused Variables
- Baked-in Concurrency
- Deferred Calls
- Error Handling
- Multiple Return Values
- Interfaces

# Additional Topics

- Packages
- Exports
- Project Structure
- Types
- Interfaces
- Named Return Values
- Bare Returns
- Channels
- Error / Panic
- Pointers
- Inline goroutines
- Closures
- Generics (added in 1.18)



Thank You!

[https://github.com/jeremybytes/  
vslive2022-orlando](https://github.com/jeremybytes/vslive2022-orlando)

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