

# Go: Creating Your First Web API

WRITING A SIMPLE WEB API ENDPOINT IN GO



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## What we'll learn

- How to write a request handler
- How to map a URL path to a handler
- How to bind to a network port



# What we'll build



\* <https://curl.haxx.se/download.html>

# The request handler

The request handler function is responsible for handling incoming web requests.

main.go

```
package main
```

```
func helloHandler(  
    ,  
) {  
    }  
}
```

*Can be called anything*

# The request handler

The function takes two arguments: the **response writer** and the **request**.

main.go

```
package main
```

```
import "net/http"
```

```
func helloHandler(w http.ResponseWriter, r *http.Request) {  
  
}
```

*Import the **http** package  
from the standard library*

*The asterisk indicates  
a **pointer** to a value*

*Used for sending data back  
in the response*

*Used for reading data  
from the request*



# Writing the response

We use the `Fprintf()` function to write data to the **response writer**.

main.go

...

```
import (  
    "fmt"  
    "net/http"  
)
```

.....  
*Import the **fmt** package  
from the standard library*

```
func helloHandler(w http.ResponseWriter, r *http.Request) {  
    fmt.Fprintf(w, "Hello world\n")  
}
```

↑  
.....  
*Takes the **response writer**  
as its first argument*

↑  
.....  
*New line character makes  
output more readable*



## Current progress

- ✓ – How to write a request handler
- How to map a URL path to a handler
- How to bind to a network port

# Routing requests

The `HandleFunc()` function routes **URL paths** to **function handlers**.

*the second argument*

*the first argument*

main.go

```
...
import (
    "fmt"
    "net/http"
)
func main() {
    http.HandleFunc("/", helloHandler)
}
func helloHandler(w http.ResponseWriter, r *http.Request) {
    fmt.Fprintf(w, "Hello world\n")
}
```

*Routes the root path...*

*...to our handler function.*



# Listening on the network

The ListenAndServe() function starts the server and listens on the given port.

main.go

```
...
import (
    "fmt"
    "net/http"
)
func main() {
    http.HandleFunc("/", helloHandler)
    http.ListenAndServe(":8080", )
}
func helloHandler(w http.ResponseWriter, r *http.Request) {}
```

*Port number must be a string starting with a colon ":"*

# The Multiplexer

The HTTP multiplexer function dispatches URL paths to function handlers.

main.go

```
...  
import (  
    "fmt"  
    "net/http"  
)  
func main() {  
    http.HandleFunc("/", helloHandler)  
    http.ListenAndServe(":8080", nil)  
}  
func helloHandler(w http.ResponseWriter, r *http.Request) {}
```

*Typically `nil`, in which case a default implementation is used. Most times, you will NOT need to set this value.*

# Making requests

The **curl** tool, available in most systems, makes HTTP requests from the command line.

main.go

```
...
import (
    "fmt"
    "net/http"
)
func main() {
    http.HandleFunc("/", helloHandler)
    http.ListenAndServe(":8080", nil)
}
func helloHandler( ) { }
```

Console

```
$ curl localhost:8080

> Hello World
```



## What we've learned

- ✓ - How to write a request handler
- ✓ - How to map a URL path to a handler
- ✓ - How to bind to a network port