

Working with GIN Framework 1



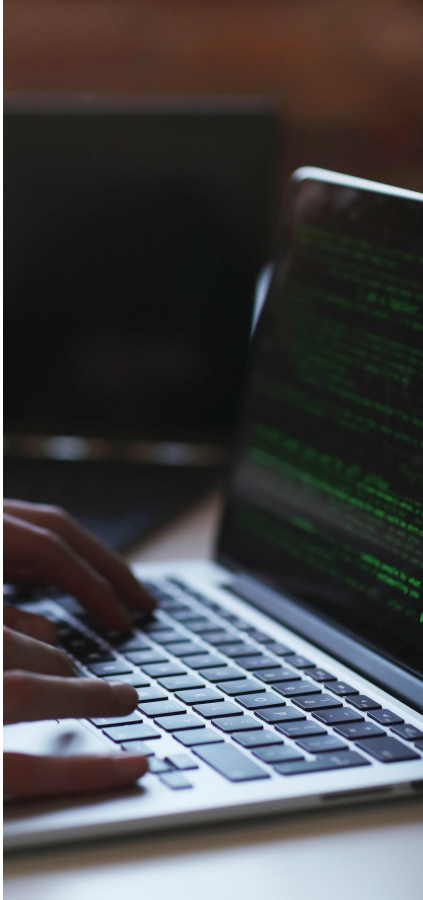
What to Learn Today?



GIN Framework



1. Restructuring Our File
2. Implement External Library
3. Create Pair Token
4. Env Implementation

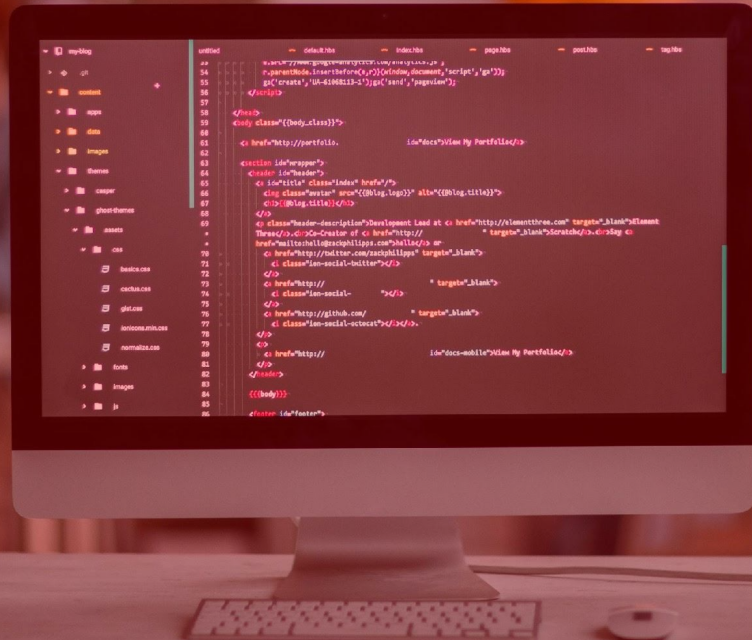


Restructuring File



Currently, there are no standard for Go file structure. But basically, it should be containing at least these 3 folders, there are:

- **Config:** Contains Go files that handle connection to database or 3rd party connection.
- **Controller:** Contains Go files that handle user request. The program logic or business flow logic will be implemented in this controller.
- **Model:** Contain Go files that used as a blueprint of a database or request.



Implement External Library with Gocialite



1 Initialize Go Modules

```
go mod init
```

2 Download Library

```
go get  
github.com/danilopolani/gocialite
```

3 Install The Required Library

```
go mod tidy
```



Creating a Pair Token (GitHub)

1 Login into your GitHub Account

2 Go to Settings  Developer Settings  OAuth App  New OAuth App

3 Fill the Application Name, Homepage URL, Application Description (Optional), and Authorization callback URL

*In this lesson set Homepage URL and Authorization callback URL into your localhost.

4 After creating the OAuth App, go to General  On Client Secrets Section, click Generate a new client secret

Input your GitHub account password, then copy the Client Secret key.

5 *This client secret key only showed once. After you move to another page/close page, You won't be able see this client secret key.

6 Copy the Client ID and Client Secrets Key into our Go file

Env Implementation



1 Initialize Go Modules

```
go mod init
```

2 Download Library

```
go get github.com/subosito/gotenv
```

3 Install The Required Library

```
go mod tidy
```



```
func main() {  
  
    config.InitDB()  
  
    sqlDB, err := config.Db.DB()  
    if err != nil {  
        panic("Failed to get generic database object")  
    }  
  
    defer sqlDB.Close()  
  
    gotenv.Load()  
  
}
```



Don't forget to load env files by adding gotenv.Load()!

