Golang with Buffalo #1

Trung

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Intro

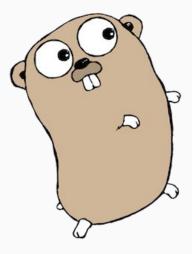
- A demo web application with Go, with supports from Buffalo framework.
- The application: mimic the Twitter functions
 - Sign-in/Sign-up.
 - Publishing a status (tweeting)
 - Like another user's status.





- Simple
- Clean
- Concise
- Fast
- Statically typed, compiled language that feels like a dynamically typed, interpreted language.

Code Snippet



```
package main
import "fmt"
func main() {
  var helloWorld =
  fmt.Println("Hello, World")
```

Code Snippet

```
package main
import "fmt"
func main() {
  var i, j int = 1, 2
  k := 3
  c, python, java := true, false, "no!"
  fmt.Println(i, j k, c, python, java) // 1 2 3 true false no!
```



Code Snippet

```
import "math"
type Shape interface {
  Area() float64
type Square struct {
  side float64
func (sq Square) Area() float64 { return sq.side * sq.side }
type Circle struct {
  radius float64
func (c Circle) Area() float64 { return math.Pi * math.Pow(c.radius, 2) }
```

What is 'Buffalo'?



Buffalo is a Go web framework influenced by the Ruby on Rails framework. It makes building web apps with Go easy and fun.

Supporting development progress faster with:

- Generators:
 - \$ buffalo new project // Create new project
 - \$ buffalo dev // Start dev server
 - \$ buffalo generate resource model // Generate models
 - \$ buffalo db generate model // Generate db model schema
 - \$ buffalo db migrate

....

- Built-in db migrations:
 - Postgres (default
 - MySQL
 - SQLite3...

Achievements and Progress



 Fully setup all the components and initiated basic function of the application.

Still need:

- Implement the Like function
- Deploying
- Improve front-end

Had pretty much fun while learning and approaching this framework

Thanks!

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