Using client-go (Season 1)

Writing Golang clients for talking to Kubernetes

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1 Preface

Welcome to:

Using `client-go` (Season 1)

Writing Kubernetes Client applications using Go

and thanks for choosing to spend some time with me.

This is the first *"Season"* about Kubernetes `client-go` library; it will:

- cover the foundations and the core ideas
- introduce you to the whole concepts preparatory to master custom controllers implementation

1.1 To get the most out of this notebook

A basic knowledge of the Go language is assumed throughout this book.

If you are not yet familiar with this programming language, consider running through the online tutorial before you begin reading (go.dev/tour).

To run the examples, you will need:

- Go installed - examples were written using the 1.17 version
- GNU Make tool
- Docker required to make `kind` work
- KinD to run Kubernetes on your local computer
- kubectl to run commands against Kubernetes clusters
- jq to slice, filter, map and transform `kubectl` JSON output

I will step through the process of installing all the tools required throughout this notebook.

1.2 Who this notebook is for

You're a cloud-native developer or an SRE or are you just interested in writing client applications wanting to get the maximum out of Kubernetes.

1.3 Download the example code files

You can download the example code files for this notebook from GitHub at:

» https://github.com/lucasepe/using-client-go

In case there's an update to the code, it will be updated on the existing GitHub repository.