Let's Go!

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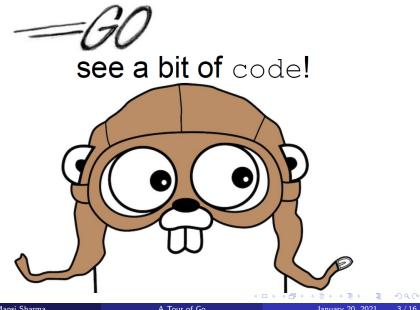


What is Go?

Go is a compiled, concurrent, garbage-collected, statically typed language developed at



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Hello, World!

- Programs start running in package main.
- It is good style to use the factored import statement.
- A name is exported if it begins with a capital letter.

```
package main

import (
    "fmt"
    "math"

// import "fmt"

// import "math"

func main() {
    fmt.Printf("Now you have %v problems.\n", math.Sqrt(7))
}
```

Variables

- The var instruction declares a list of variables
- The type is informed at the end
- The var instruction could includes initializers, 1 per variable. In this case, the type could be ommitted

```
go run variables.go
false false false
variables.go
package main
import "fmt"
var c, python, java bool
func main() {
   var i int
   fmt.Println(i, c, python, java)
```

```
$ go run variables-with-initiali
1 2 true false no!
```

```
variables-with-initializers.go

package main
import "fmt"

var i, j int = 1, 2

func main() {
    var c, python, java = true, false, "no!"
    fmt.Println(i, j, c, python, java)
}
```

Short Variable Declarations

Inside a function, the short attribution instruction:= can be used instead of a var declaration

```
$ go run short-variable-declarations.go
  2 3 true false no!
    short-variable-declarations.go
   package main
   import "fmt"
 4
   i, j := 1, 2
   func main() {
       k := 3
       c, python, java := true, false, "no!"
10
       fmt.Println(i, j, k, c, python, java)
11 }
```

Constants

- Constants are declared like variables but with keyword const
- Can not use the syntx :=

```
$ go run constants.go
Hello world! Happy 3.14 Day! Go rules?
   constants.go
   package main
   import "fmt"
   const. Pi = 3.14
   func main() {
      const World = "world! "
    fmt.Print("Hello ", World)
      fmt.Print("Happy ", Pi, " Day! ")
10
     const Truth = true
      fmt.Print("Go rules? ", Truth)
13 }
```

Functions

- Type comes after the parameter name, like variables
- Shorten (x int, y int) to (x, y int)

```
func Hello(name string) string
Function Parameter type Return type
```

```
$ go run functions.go
55
```

```
functions.go
   package main
   import "fmt"
4
   func add(x int, y int) int {
       return x + y
8
   func main() {
10
       fmt.Println(add(42, 13))
```

Multiple Return Values

A function can have multiple return values

```
$ go run multiple-results.go
world hello
    multiple-results.go
   package main
   import "fmt"
   func swap(x, y string) (string, string) {
       return v, x
 8
   func main() {
       a, b := swap("hello", "world")
      fmt.Println(a, b)
12 }
```

Looping For

- Go has only one looping construct, the for loop
- No parentheses required, braces are always required
- The init and post statements are optional

```
go run for.go
 for.go
 package main
 import "fmt"
 func main() {
     sum := 0
     for i := 0; i < 10; i++ {
         sum += i
     fmt.Println(sum)
```

\$ go run for-continu 1024

```
for-continued.go

1  package main
2  
3  import "fmt"
4  
5  func main() {
6     sum := 1
7     for ; sum < 1000; {
8         sum += sum
9     }
10     fmt.Println(sum)
11 }</pre>
```

For is Go's "while" and forever

- Semicolon can be removed and you will have while
- for can run forever

```
$ go run for-is-go-while.go
1024
    for-is-gos-while.go
   package main
   import "fmt"
4
   func main() {
6
       sum := 1
       for sum < 1000 {
            sum += sum
10
       fmt.Println(sum)
```

```
$ go run forever.go
process took too long

forever.go

1 package main
2
3 func main() {
4   for {
5   }
6 }
```

if Condition

No parentheses required, braces are always required

```
if.go
   package main
   import (
        "fmt"
        "math"
   func sqrt(x float64) string {
 9
        if x < 0 {
            return sqrt(-x) + "i"
        return fmt.Sprint(math.Sqrt(x))
13 }
14
   func main() {
       fmt.Println(sqrt(2), sqrt(-4))
17 }
18
```

```
if-with-a-short-statement.go
   package main
   import (
       "fmt"
       "math"
   func pow(x, n, lim float64) float64 {
       if v := math.Pow(x, n); v < lim {
            return v
       return lim
13 }
14
   func main() {
       fmt.Println(
           pow(3, 2, 10),
           pow(3, 3, 20),
19
20 }
```

Switch

- only runs the selected case, not all the cases that follow
- break statement is not required

```
switch-evaluation-order.go
   package main
   import (
        "fmt"
        "time"
 6 )
 8 func main() {
       fmt.Println("When's Saturday?")
       today := time.Now().Weekday()
       switch time.Saturday {
       case today + 0:
            fmt.Println("Today.")
       case today + 1:
            fmt.Println("Tomorrow.")
       case today + 2:
            fmt.Println("In two days.")
18
       default:
            fmt.Println("Too far away.")
20
21 }
```

```
switch-with-no-condition.go
   package main
   import (
       "fmt"
       "time"
   func main() {
       t := time.Now()
       switch {
       case t.Hour() < 12:
            fmt.Println("Good morning!")
       case t.Hour() < 17:
            fmt.Println("Good afternoon.")
14
       default:
16
            fmt.Println("Good evening.")
18 }
```

Defer

- Semicolon can be removed and you will have while
- for can run forever

```
$ go run for-is-go-while.go
1024
    for-is-gos-while.go
   package main
   import "fmt"
4
   func main() {
6
       sum := 1
       for sum < 1000 {
            sum += sum
10
       fmt.Println(sum)
```

```
$ go run forever.go
process took too long

forever.go

package main

func main() {
    for {
    }
}
```

Stacking Defer

• Deferred function calls are pushed onto a stack

```
defer-multi.go
   package main
   import "fmt"
   func main() {
       fmt.Println("counting")
       for i := 0; i < 10; i++ \{
           defer fmt.Println(i)
10
       fmt.Println("done")
13 }
```

```
counting
done
```

