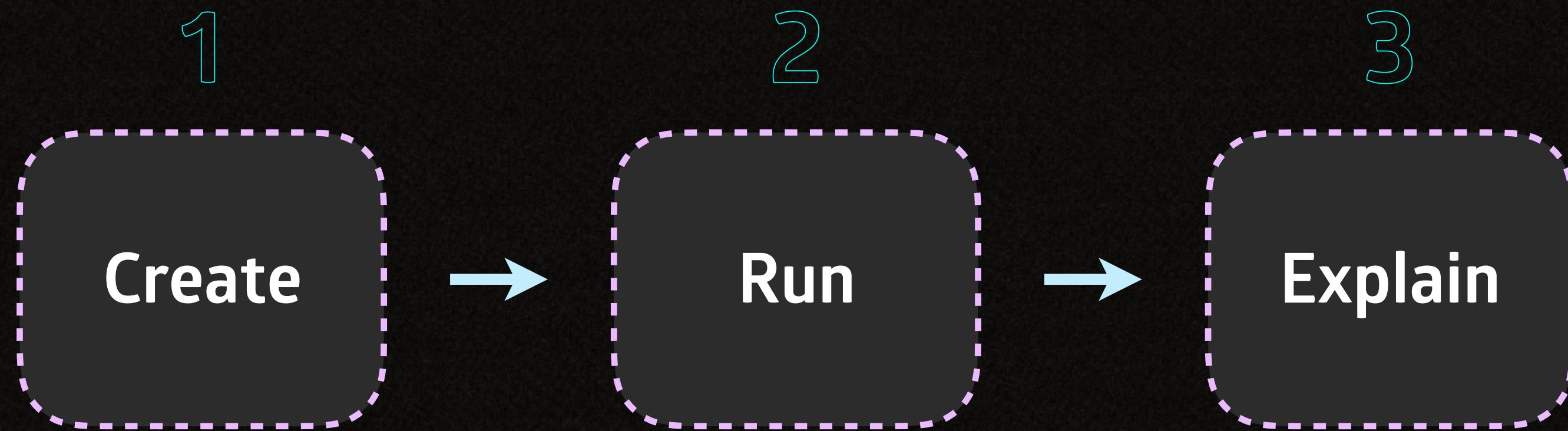


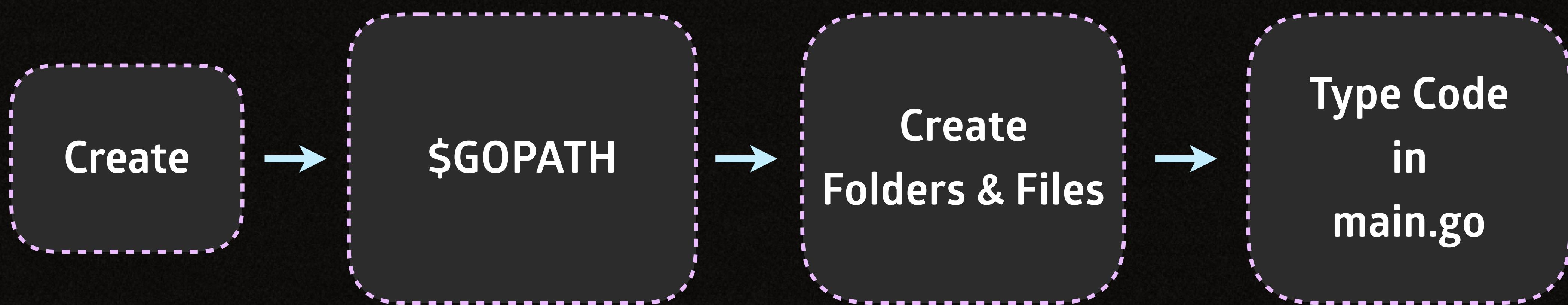
FIRST PROGRAM

*You're going to learn how to **create** and **run** your **first Go program***



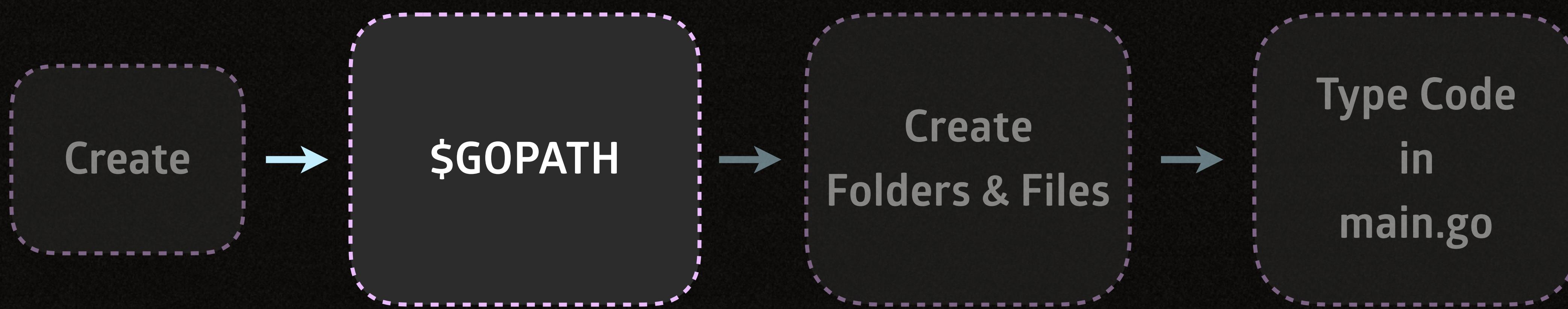
CREATE

*In this first step, you're going to **create** your first Go program.*



LEARN ABOUT \$GOPATH

You're going to *create folders* for your program



\$GOPATH

demonstration

\$GOPATH

an environment variable

by default Go assumes that it's in your **Users folder**

do not set your \$GOPATH variable

\$GOPATH

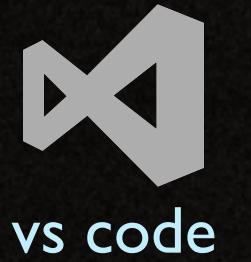
workspace

Go **tools** find Go **source-code** files

by looking at \$GOPATH

\$GOPATH

physical folder



vs code

automatically **creates** a **physical folder** for **\$GOPATH**
*under your **users** folder
(its default location)*

\$GOPATH

src folder

contains source-code files

\$GOPATH

src folder

Go source code file



\$GOPATH

↳ /src

↳ /first

↳ /main.go

*an executable go program
needs its own directory*

\$GOPATH

src folder

Go source code file



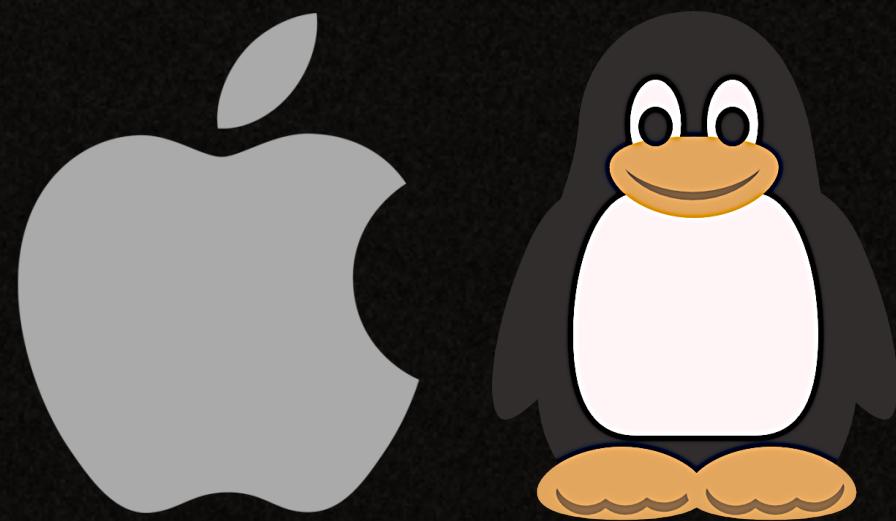
\$GOPATH

```
'-> /src  
'-> /github.com  
'-> /youruser  
'-> /first  
'-> /main.go
```

GOPATH

Where is your \$GOPATH? Let's find it!

\$GOPATH



`~/go`

`/Users/YourUsername/go`



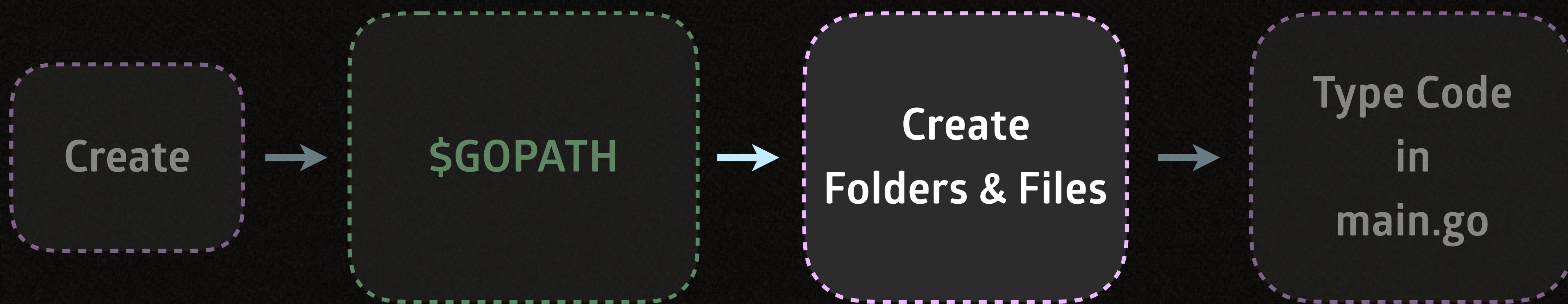
`%userprofile%\go`

`c:\Users\YourUsername\go`

`/c/Users/YourUsername/go`

CREATE FOLDERS & FILES

You're going to create *folders* and *main.go*



CREATE FOLDERS

*Create these **folders** under your \$GOPATH/src*

1 learngo

2 first

If you've a **github** account:

\$GOPATH/src/github.com/username/learngo/first

CREATE MAIN.GO

Create your first program file: "main.go"

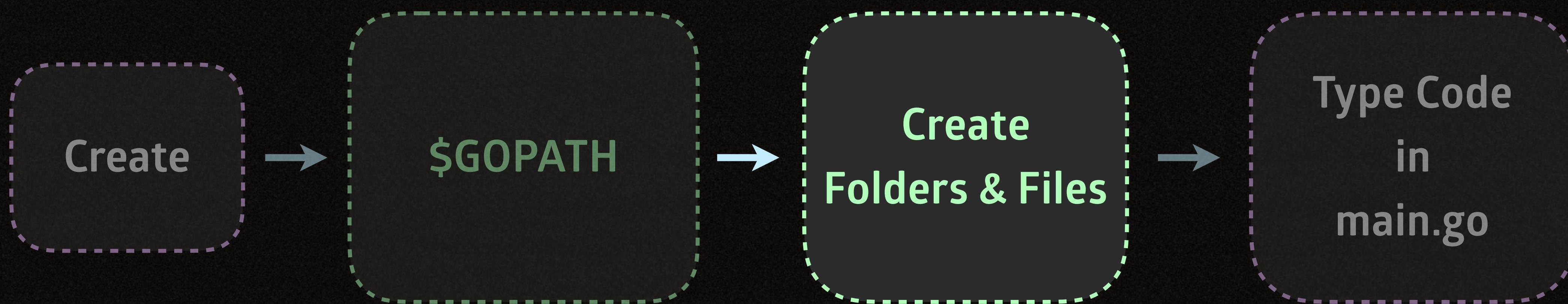


under:

`$GOPATH/src/github.com/username/learngo/first`

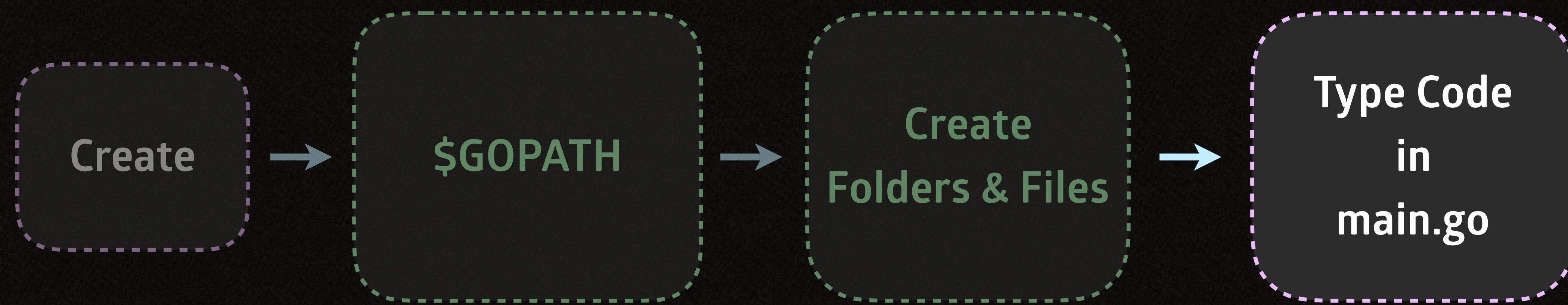
CREATE MAIN.GO

You've created your first Go file, congrats!



CODE

You're going to *code* your first Go program



CODE

Let's **code** your first Go program

main.go

package clause

this should be the first code

package main

name of the package

which this file belongs to

function

reusable and executable
block of code

func main() {

*function's code
will be in here*

}

func main

a special func
that tells Go
where to start
executing

CODE

I've removed the annotations from the code for clarity

main.go

```
package main

func main() {  
}
```

CODE

*Let's **print something to the console!***

```
package main
import "fmt"

func main() {
    fmt.Println("Hello Gopher!")
}
```

HOW TO CODE WITH ME

I'll always be providing the full source-code for the examples

*sometimes,
i won't show these
common statements
in here*

```
package main
import "fmt"

func main() {
}
```

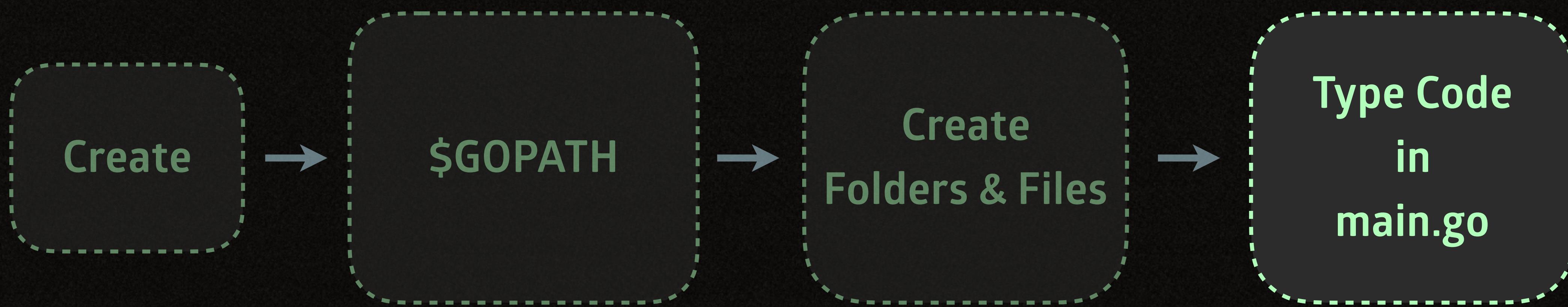
*full source-code
will always be
available on
github
&
playground*

github
<https://github.com/inancgumus/learngo>

playground
<https://play.golang.org/>

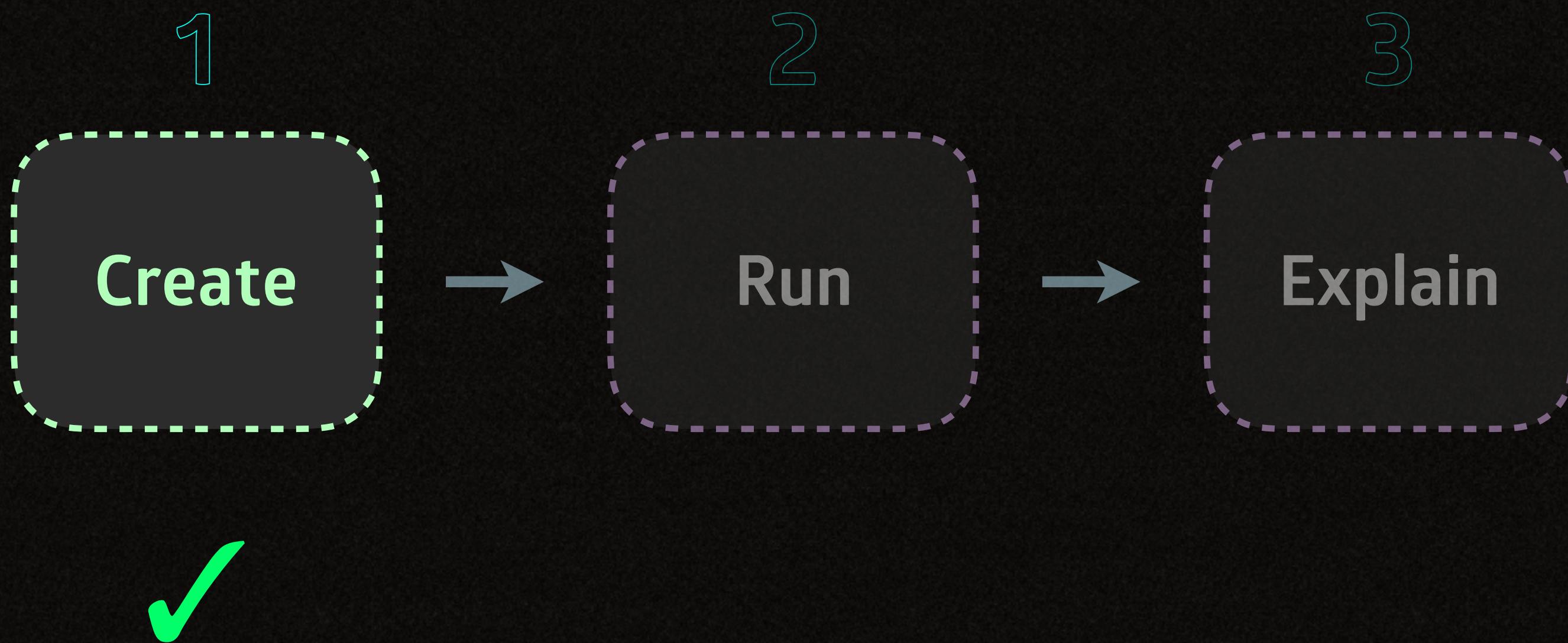
CREATE

You've *completed* creating your first program, well done!



FIRST PROGRAM

*Congrats! You've learned how to **create** your first Go program.*



RUN

You're going to *run* your first Go program.

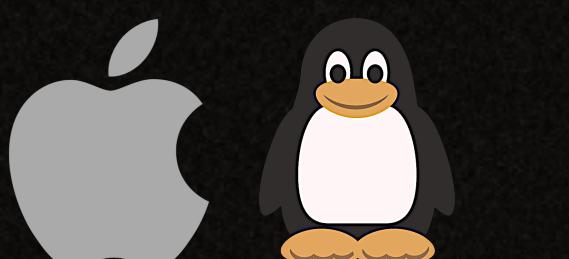


GO BUILD

You're going to learn how to *compile* your Go program using `go build` tool.



go build



./first



first

COMPILE-TIME
vs
RUNTIME

SOURCE CODE

```
package main  
import "fmt"  
  
func main() {  
    fmt.Println("hello!")  
}
```

*Source-Code is like a seed
(compiled or not)*

\$ go build

-----→
Compiling

```
MOVQ GS:0x8a0, CX  
CMPQ 0x10(CX), SP  
JBE 0x108e7c7  
SUBQ $0x48, SP  
MOVQ BP, 0x40(SP)  
...
```

↓
RUNTIME

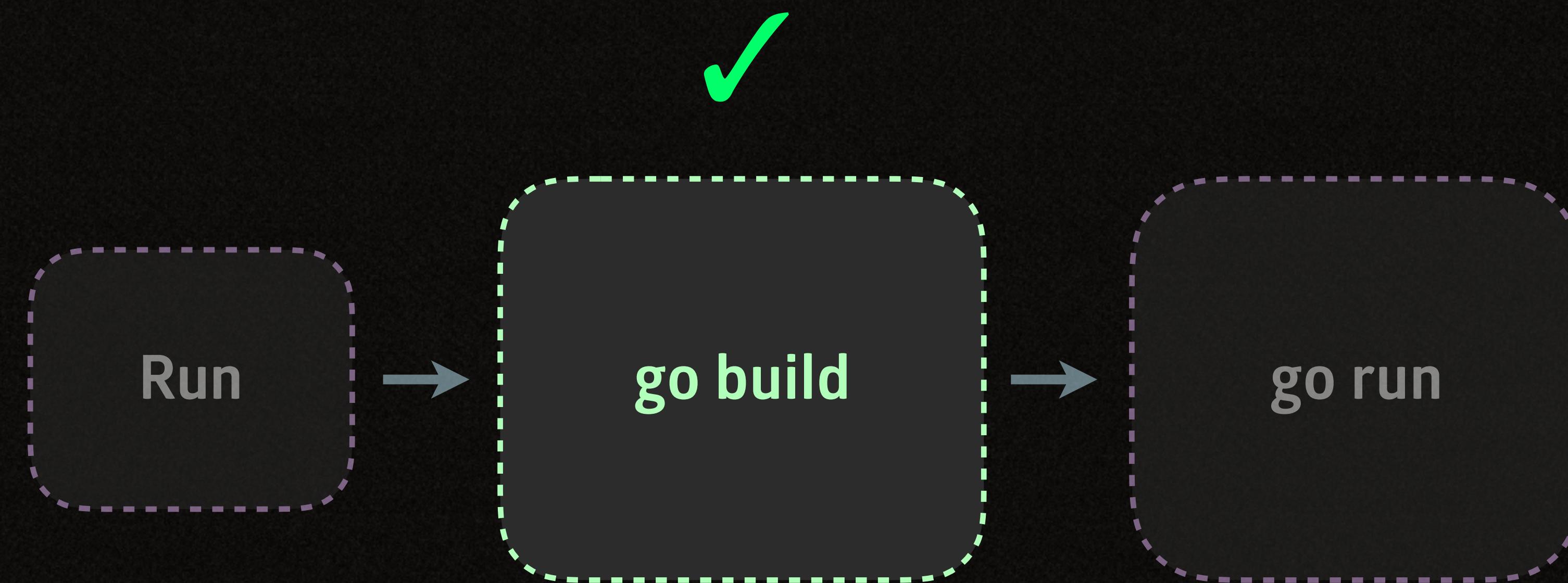
memory ←→ \$./first

hello!

cpu ←→

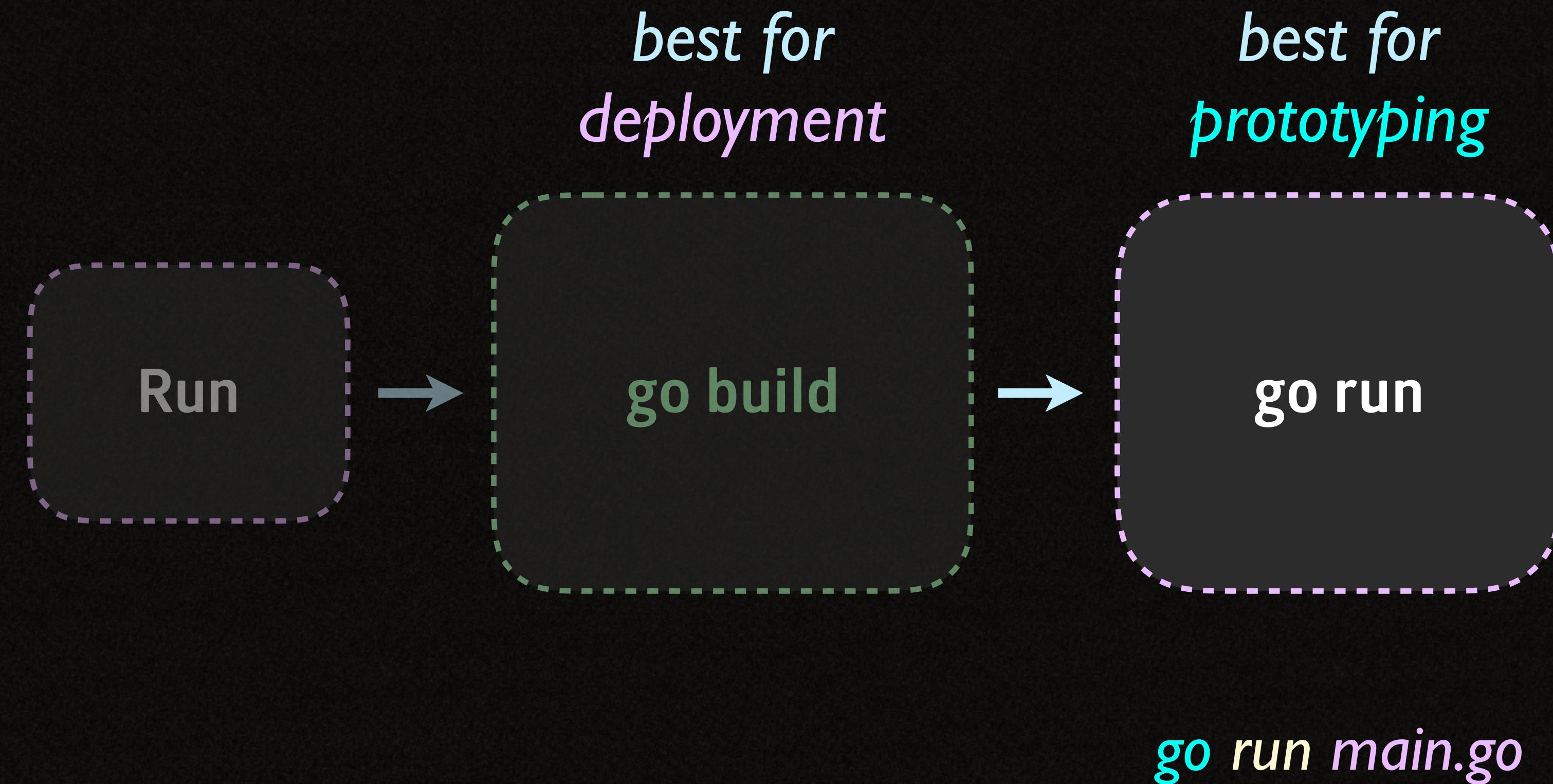
GO BUILD

You've learned how to *compile* and *run* your first Go program using `go build` tool.



GO RUN

You're going to learn how to *compile* your Go program using `go run` tool.



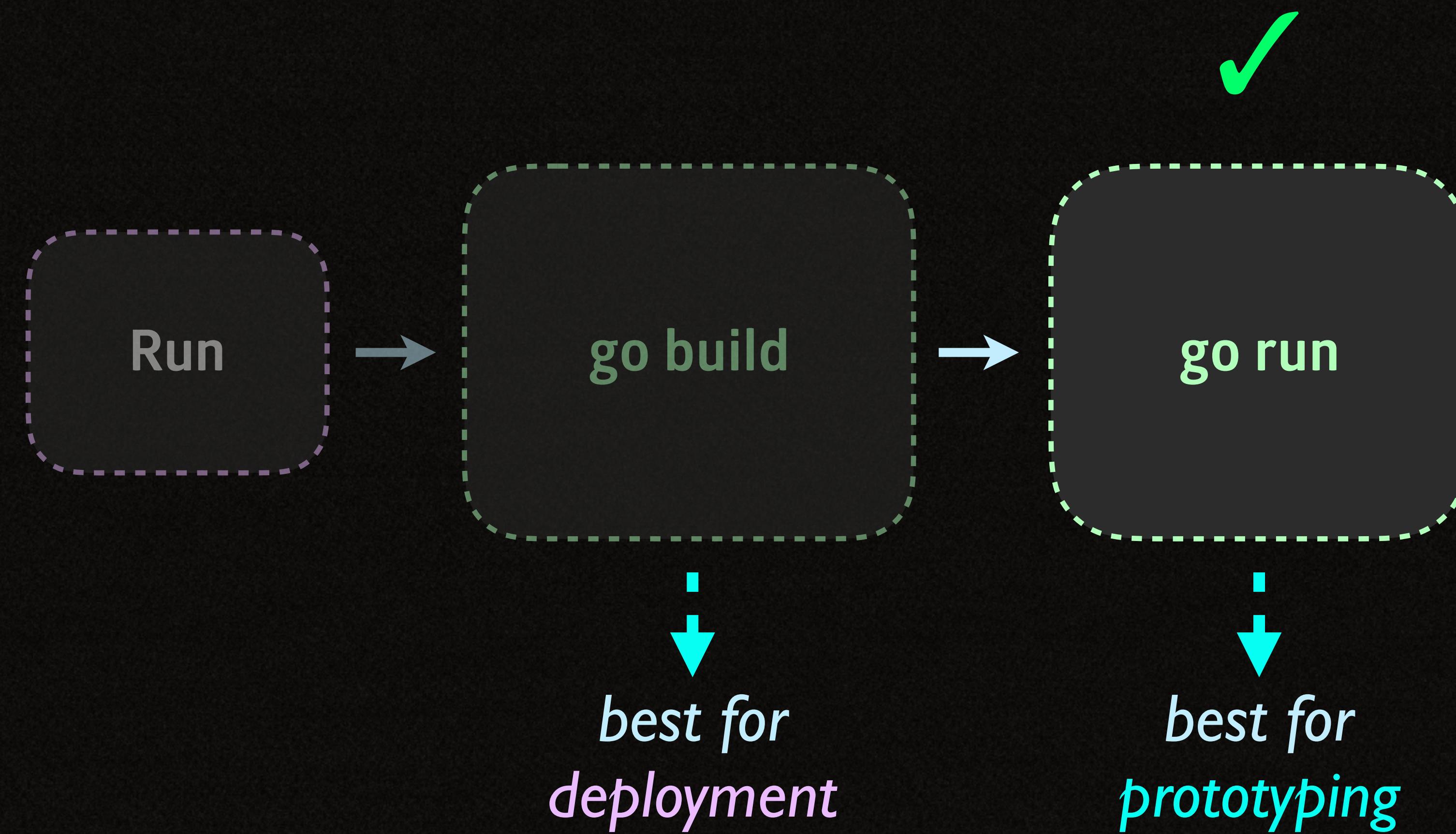


**DEMO
TIME!**

```
$ go run main.go  
Hello Gopher!  
I love animations  
And colors...  
> Please embrace this
```

GO RUN

You're going to learn how to *compile* your Go program using `go run` tool.



FIRST PROGRAM

*Congrats! You've learned how to **compile** and **run** your **first program**! That's a great achievement!*

