Go Fundamentals

Getting Up and Running



Michael VanSickle

@vansimke



Version Check



This version was created by using:

- Go 1.19



Version Check



This course is 100% applicable to:

- Go 1.19+



Introduction



Course purpose and intentions

Setting up a development environment

Creating your first Go program

Course plan



Target Audience

Novice
New to programming

Entry-level
Basic programming understanding but little experience

Practitioner
Substantial programming experience; can execute most tasks without help

Advanced
"Senior" or "lead" level programmer; highly self-sufficient

V Expert
Very senior programmer

Target Audience

Entry-level
Basic programming understanding but little experience

Practitioner
Substantial programming experience; can execute most tasks without help

Advanced
"Senior" or "lead" level programmer; highly self-sufficient



Prerequisites

Basic programming experience

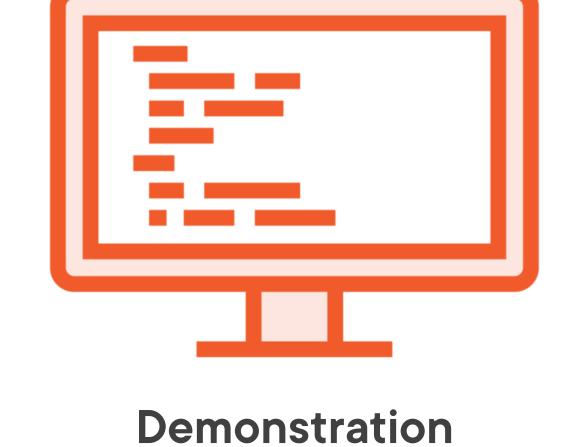
Go: The Big Picture

optional

Format

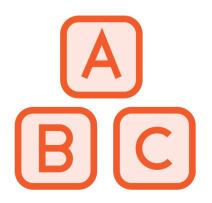




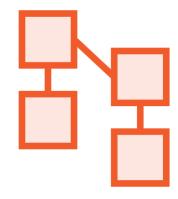


Application to Go

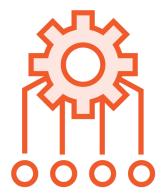
Expected Outcomes



Understand most language concepts



Familiar with Go's code organization structures



Introduced to concurrency mechanism

Up and Running



Install Go toolchain

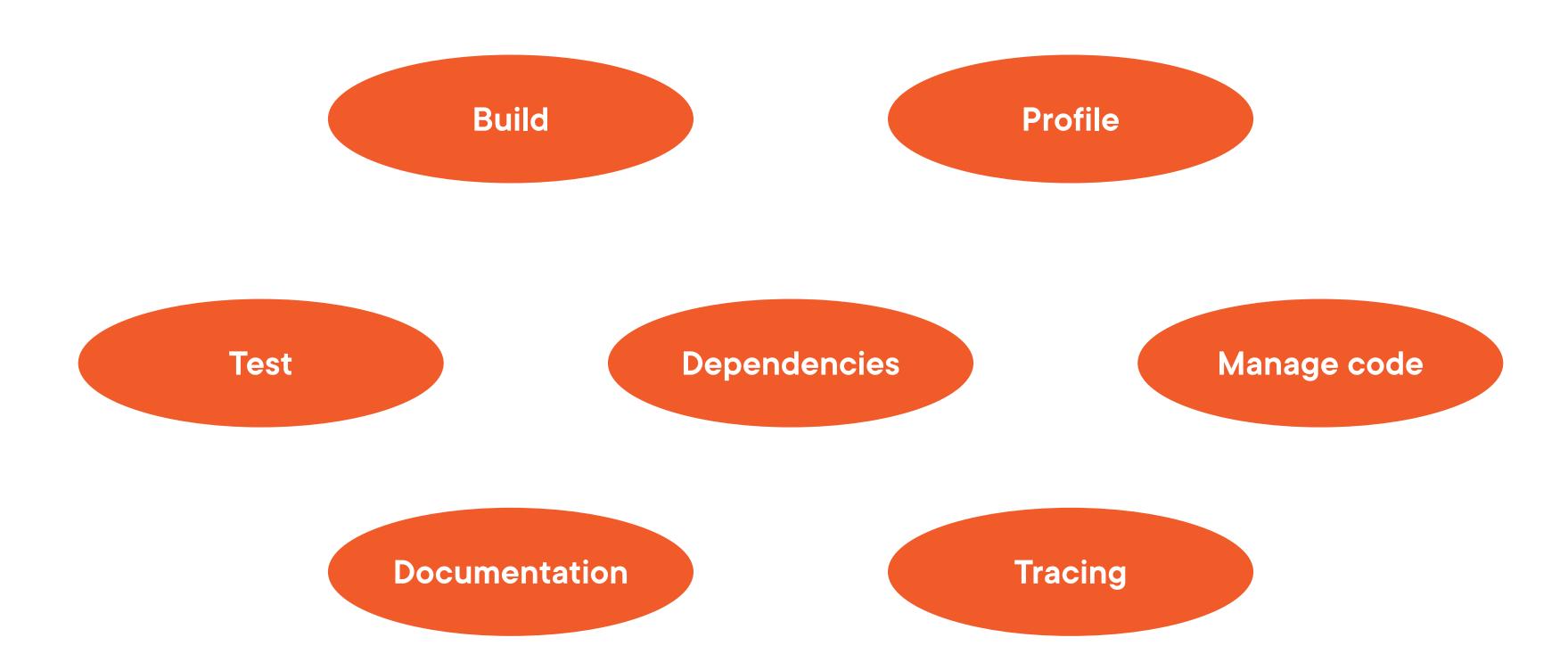


Setup a code editor



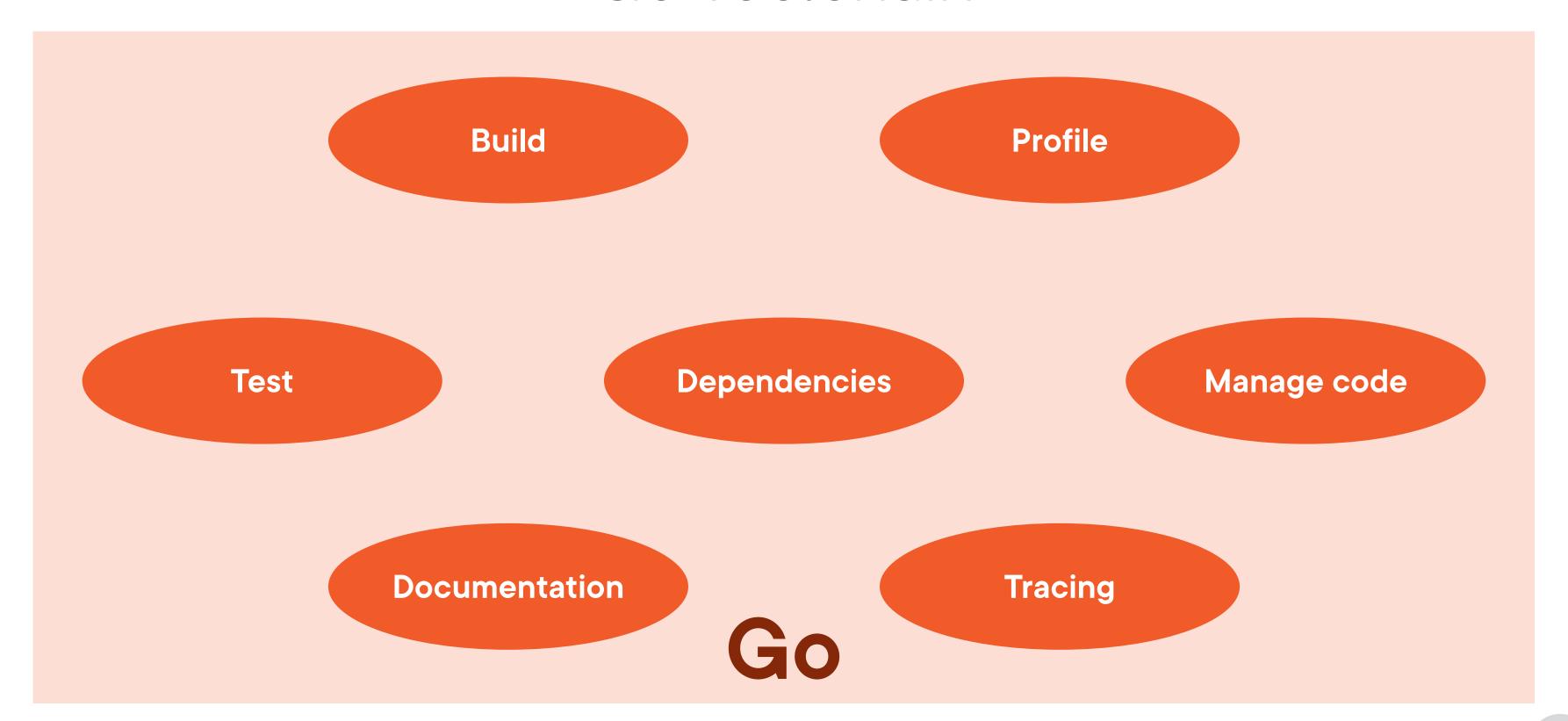
Create our first program

Common Tools



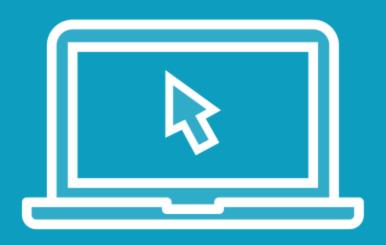


Go Toolchain





Demo

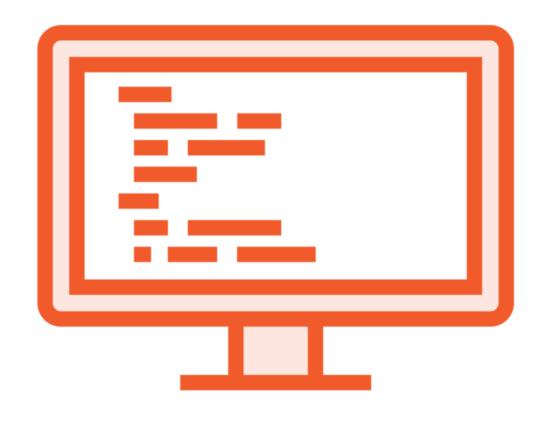


Install Go toolchain



Editor Setup





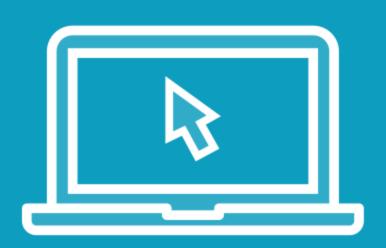


Editor Setup



Visual Studio Code

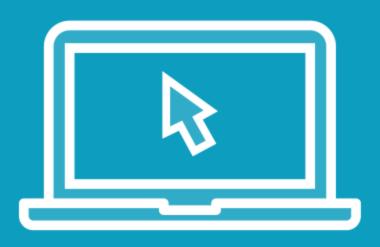
Demo



Install VS Code

- and configure plugin

Demo



Hello, World program

Course Plan

Variables and data types

Creating and debugging

Control flow

Code organization and error management

Concurrency

Testing



Summary



Course purpose and intentions

Setting up a development environment

Creating your first Go program

Course plan

