



# for C++ Developers

**Bob McNaughton**  
**9/25/19**

**Go, also known as Golang, is a statically typed, compiled programming language designed at Google by Robert Griesemer, Rob Pike, and Ken Thompson. Go is syntactically similar to C, but with memory safety, garbage collection, structural typing, and CSP-style concurrency.**

**Every introductory Go tutorial uses the  
same adjective to describe it...**

**OPINIONATED!**



Bjarne Stroustrup

## C++20: C++ at 40

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## C++: principled and eclectic

- C++ a general-purpose programming language for the definition, implementation and use of lightweight abstractions
- Language design is not just product development
  - Coherent design philosophy is essential
  - Stable over decades
- Whatever it takes for production code
  - The world is unimaginably diverse
  - Much of the world is messy
  - Many applications require stability over decades
  - Often, C++ is “the only thing that works”
- Simple enough for “casual use”
  - Don’t try to enforce some idea of “theoretical purity”
  - Don’t be “expert only”
  - Make simple things simple

Stroustrup - C++ at 40 - CppCon'19



From the [golang.org](https://golang.org/faq) FAQ:

Meanwhile, we had become frustrated by the undue complexity required to use the languages we worked with to develop server software. Computers had become enormously quicker since languages such as C, C++ and Java were first developed but the act of programming had not itself advanced nearly as much. Also, it was clear that multiprocessors were becoming universal but most languages offered little help to program them efficiently and safely.

**The key point here is our programmers are Googlers, they're not researchers. They're typically, fairly young, fresh out of school, probably learned Java, maybe learned C or C++, probably learned Python. They're not capable of understanding a brilliant language but we want to use them to build good software. So, the language that we give them has to be easy for them to understand and easy to adopt.**

<http://channel9.msdn.com/Events/Lang-NEXT/Lang-NEXT-2014/From-Parallel-to-Concurrent>

The designers were primarily motivated by their shared [dislike of C++](#).<sup>[26][27][28]</sup>

- 26. ^ Andrew Binstock (May 18, 2011). "[Dr. Dobb's: Interview with Ken Thompson](#)". Retrieved February 7, 2014.
- 27. ^ Pike, Rob (2012). "[Less is exponentially more](#)".
- 28. ^ Robert Griesemer (2015). "[The Evolution of Go](#)".



## Keywords

The following keywords are reserved and may not be used as identifiers.

<code>break</code>	<code>default</code>	<code>func</code>	<code>interface</code>	<code>select</code>
<code>case</code>	<code>defer</code>	<code>go</code>	<code>map</code>	<code>struct</code>
<code>chan</code>	<code>else</code>	<code>goto</code>	<code>package</code>	<code>switch</code>
<code>const</code>	<code>fallthrough</code>	<code>if</code>	<code>range</code>	<code>type</code>
<code>continue</code>	<code>for</code>	<code>import</code>	<code>return</code>	<code>var</code>

Go's basic types are

`bool`

`string`

`int int8 int16 int32 int64`

`uint uint8 uint16 uint32 uint64 uintptr`

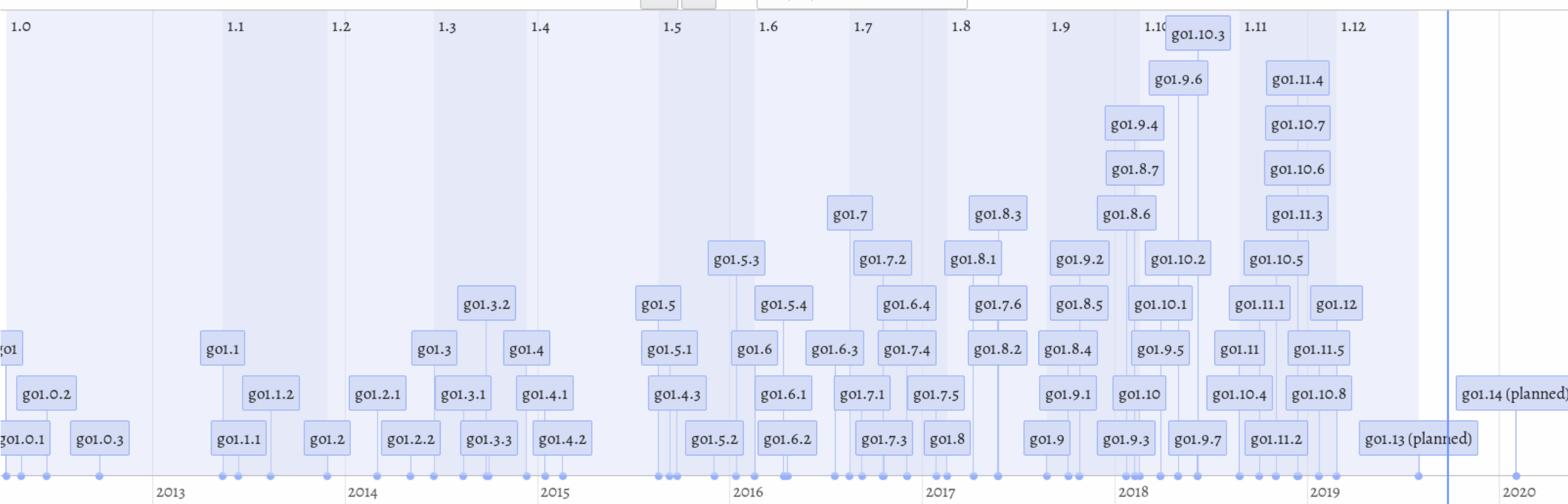
`byte // alias for uint8`

`rune // alias for int32`

`// represents a Unicode code point`

`float32 float64`

`complex64 complex128`





On Nov 11, 12:30 am, Robert Schonberger <[rschonber...@gmail.com](mailto:rschonber...@gmail.com)> wrote:

> I love it! what do people think of Go? what are the 1st questions?

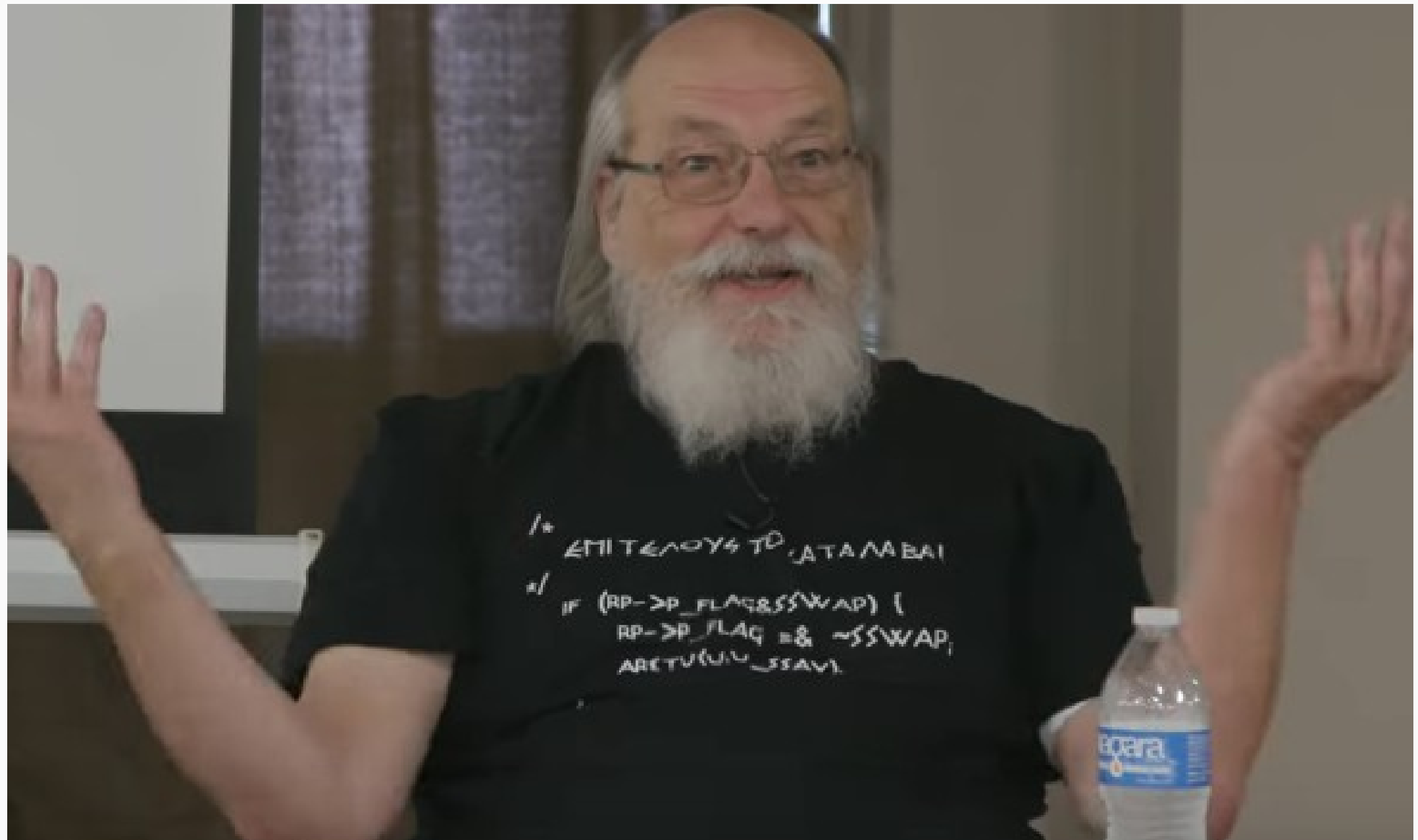
IMHO go does not provide two features a modern programming language needs to provide :

1. Exceptions
2. Templates/Generics

<code>%v</code>	the value in a default format when printing structs, the plus flag ( <code>%+v</code> ) adds field names
<code>%#v</code>	a Go-syntax representation of the value
<code>%T</code>	a Go-syntax representation of the type of the value

The default format for %v is:

```
bool:                %t
int, int8 etc.:      %d
uint, uint8 etc.:    %d, %#x if printed with %#v
float32, complex64, etc: %g
string:              %s
chan:                %p
pointer:              %p
```







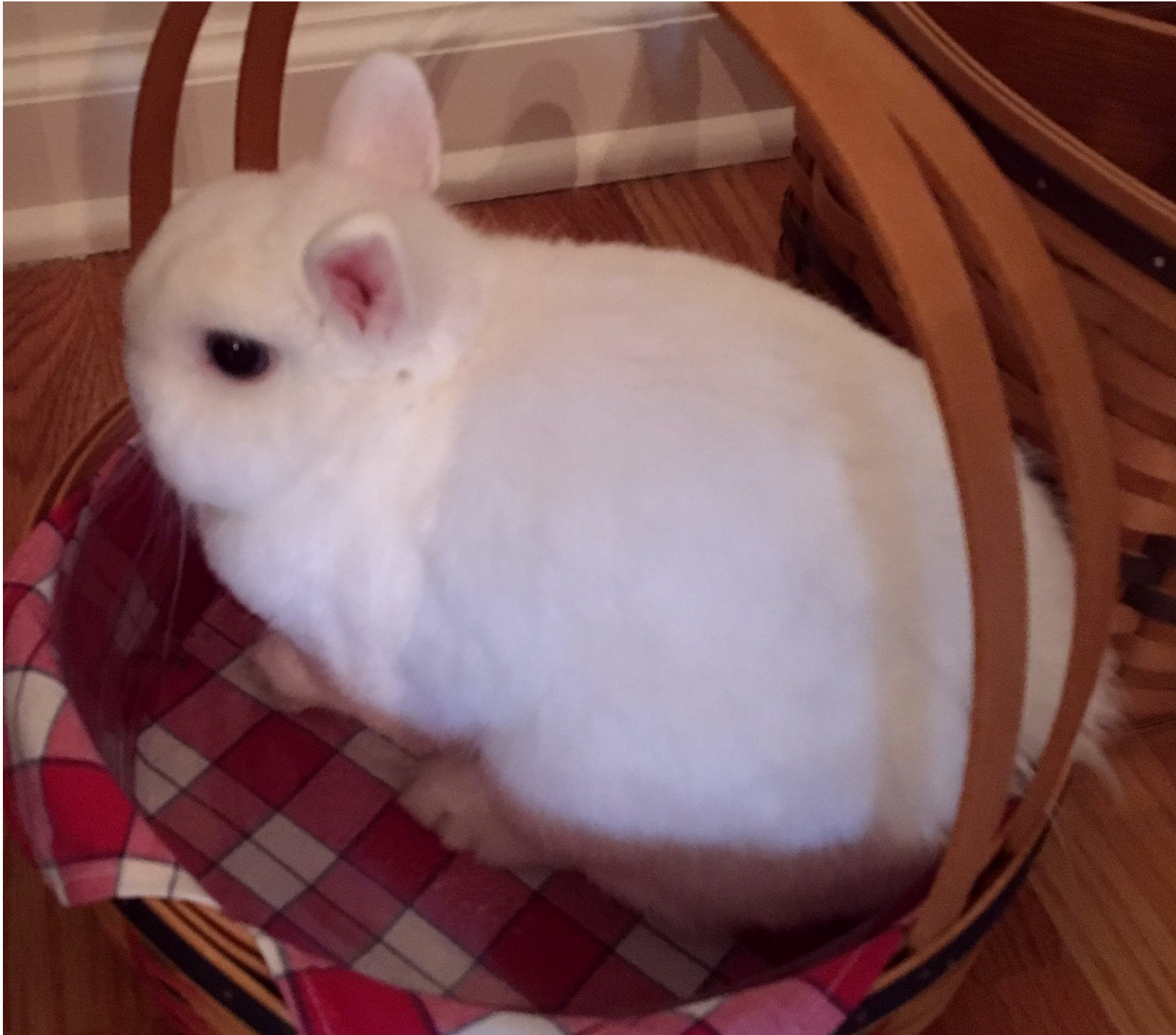
## Rob C. Pike



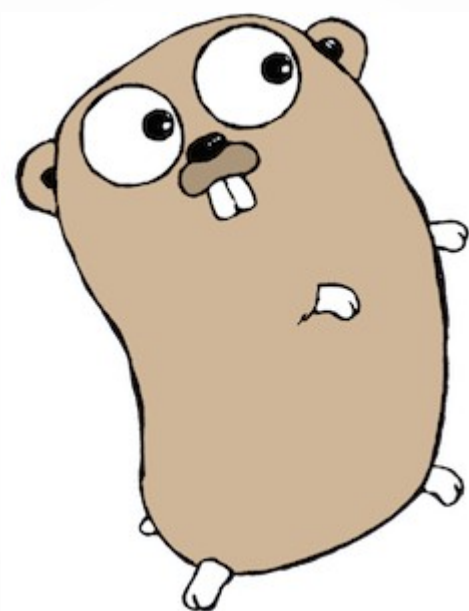
<b>Born</b>	1956 (age 62–63)
<b>Nationality</b>	Canadian
<b>Alma mater</b>	<a href="#">University of Toronto</a> (BS) <a href="#">California Institute of Technology</a>
<b>Occupation</b>	<a href="#">Software engineer</a>
<b>Employer</b>	<a href="#">Google</a>
<b>Known for</b>	<a href="#">Plan 9</a> , <a href="#">UTF-8</a> , <a href="#">Go</a>
<b>Spouse(s)</b>	<a href="#">Renée French</a>
<b>Website</b>	<a href="http://herpolhode.com/rob/">herpolhode.com/rob/</a> 













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**Johnny Boursiquot** @jboursiquot · Jul 27



We all want to belong, to feel welcomed, wanted, and seen. I set out to find all the people who look like me at [#gophercon](#) 2019 and that led to this group shot I hope will inspire more diversity of this kind in the [#golang](#) community.

We out here. [#BlackTechTwitter](#)



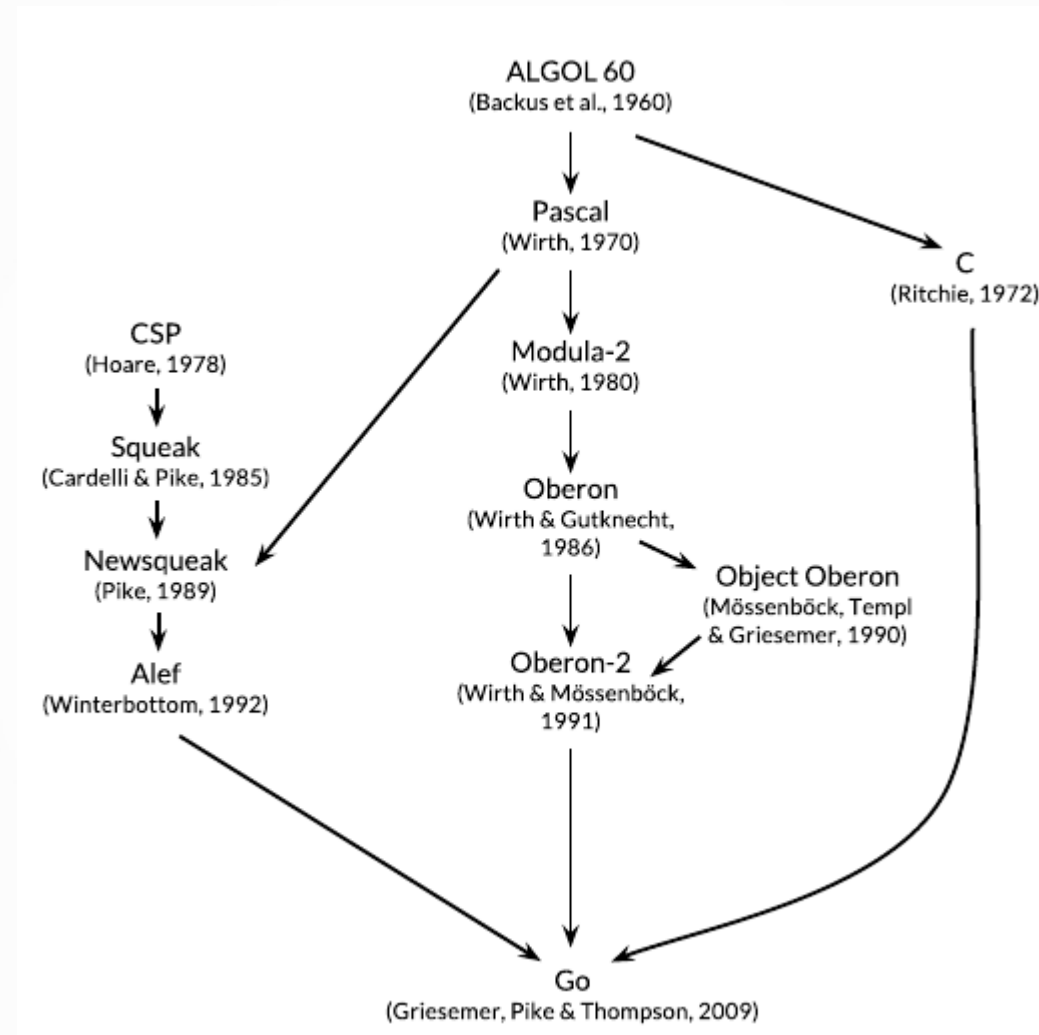
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Programming  
Techniques

S. L. Graham, R. L. Rivest  
Editors

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# Communicating Sequential Processes

C.A.R. Hoare  
The Queen's University  
Belfast, Northern Ireland

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**This paper suggests that input and output are basic primitives of programming and that parallel composition of communicating sequential processes is a fundamental program structuring method. When combined with a development of Dijkstra's guarded command, these concepts are surprisingly versatile. Their use is illustrated by sample solutions of a variety of familiar programming exercises.**

**Key Words and Phrases:** programming, programming languages, programming primitives, program structures, parallel programming, concurrency, input, output, guarded commands, nondeterminacy, coroutines, procedures, multiple entries, multiple exits, classes, data representations, recursion, conditional critical regions, monitors, iterative arrays

**CR Categories:** 4.20, 4.22, 4.32



T414 transputer chip



In computer science, communicating sequential processes (CSP) is a formal language for describing patterns of interaction in concurrent systems.[1] It is a member of the family of mathematical theories of concurrency known as process algebras, or process calculi, based on message passing via channels.

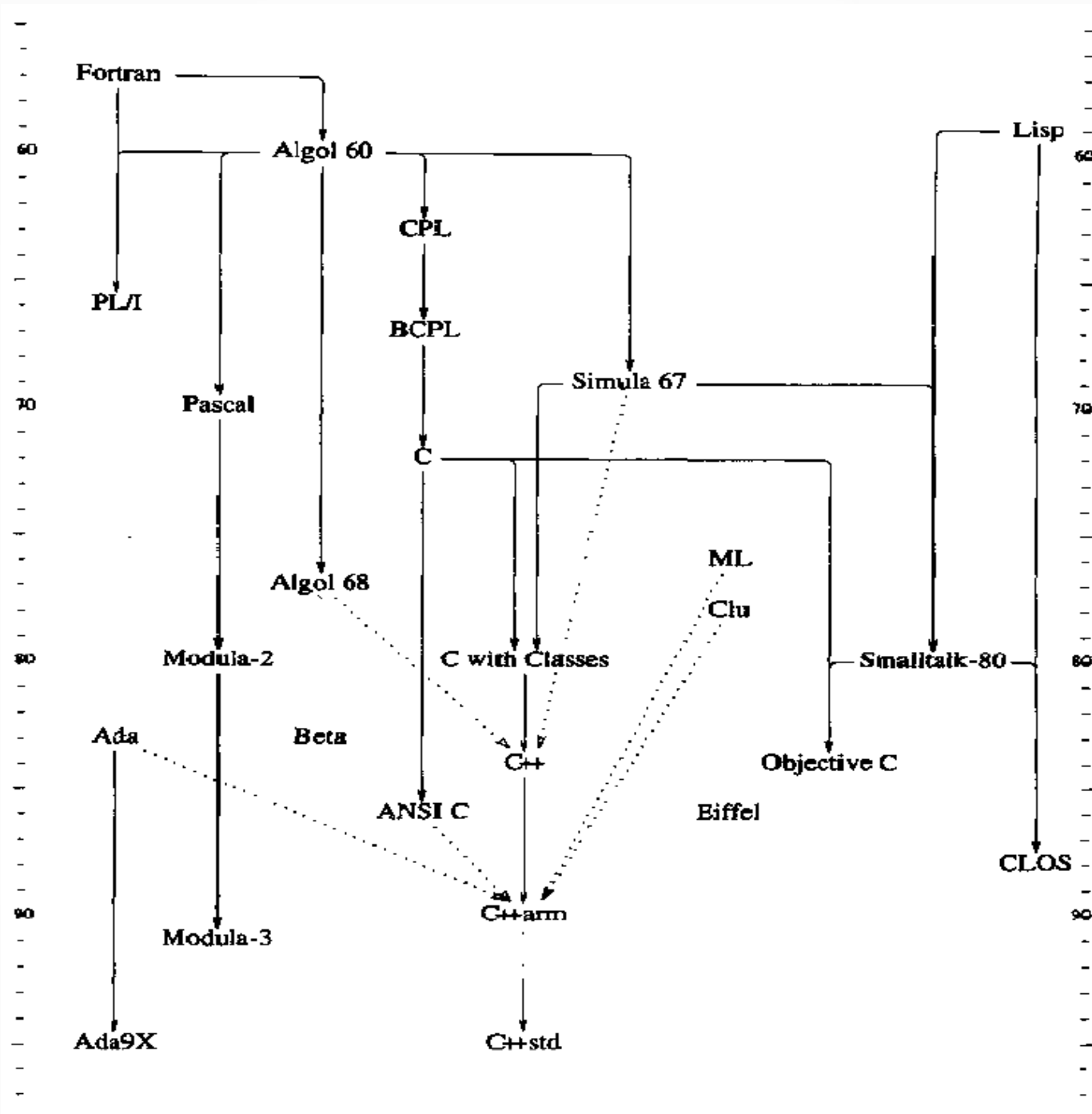
CSP has been practically applied in industry as a tool for specifying and verifying the concurrent aspects of a variety of different systems

# The Go Programming Language

Alan A. A. Donovan  
Brian W. Kernighan



◆ ADDISON-WESLEY PROFESSIONAL COMPUTING SERIES



## x/website: Remove the Google logo #33021



noxer opened this issue on Jul 10 · 11 comments



noxer commented on Jul 10 • edited ▼



Go is perceived by some as a pure Google project without community involvement (see <https://utcc.utoronto.ca/~cks/space/blog/programming/GoIsGooglesLanguage>). Adding a Google logo does not help in this discussion.

I propose removing the Google logo from the website.

**What version of Go are you using ( go version )?**

The current Go website (<https://golang.org>)

**Does this issue reproduce with the latest release?**

Yes



**andybons** commented on Jul 10

Member



Thanks for the issue. We spent a long time talking about it and are sensitive to this concern. It's equally important to make it clear that Google supports Go, which was missing before (Much like <http://typescrip-lang.org>). Google pays for and hosts the infrastructure that golang.org runs on and we hope the current very small logo is a decent compromise.



58



2



4



3



**andybons** closed this on Jul 10



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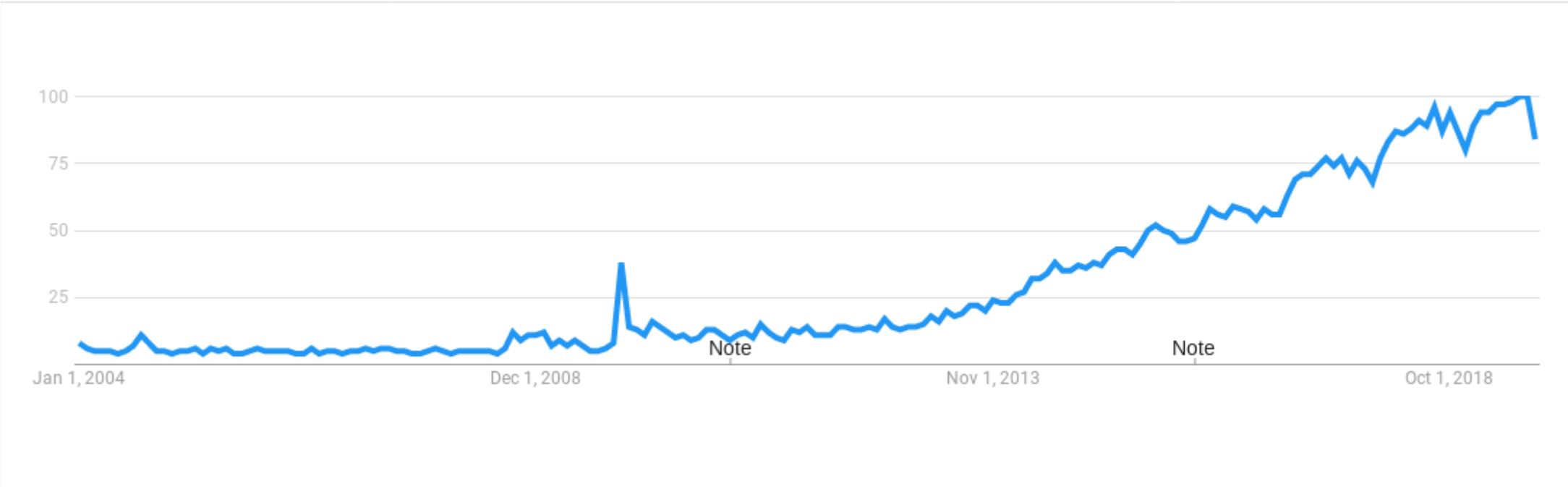


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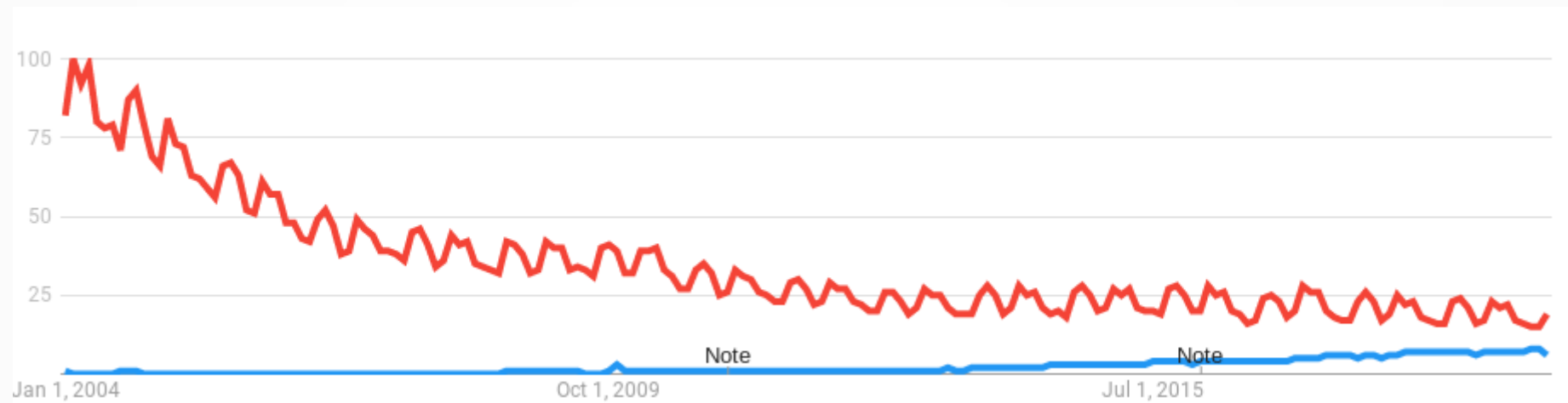
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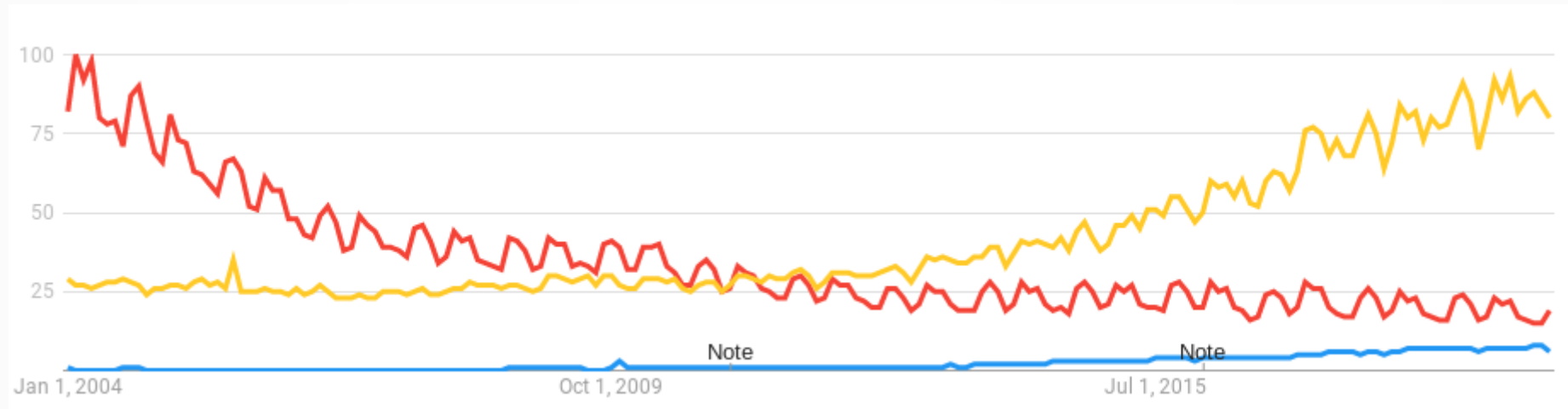
# Google Trends for Go:



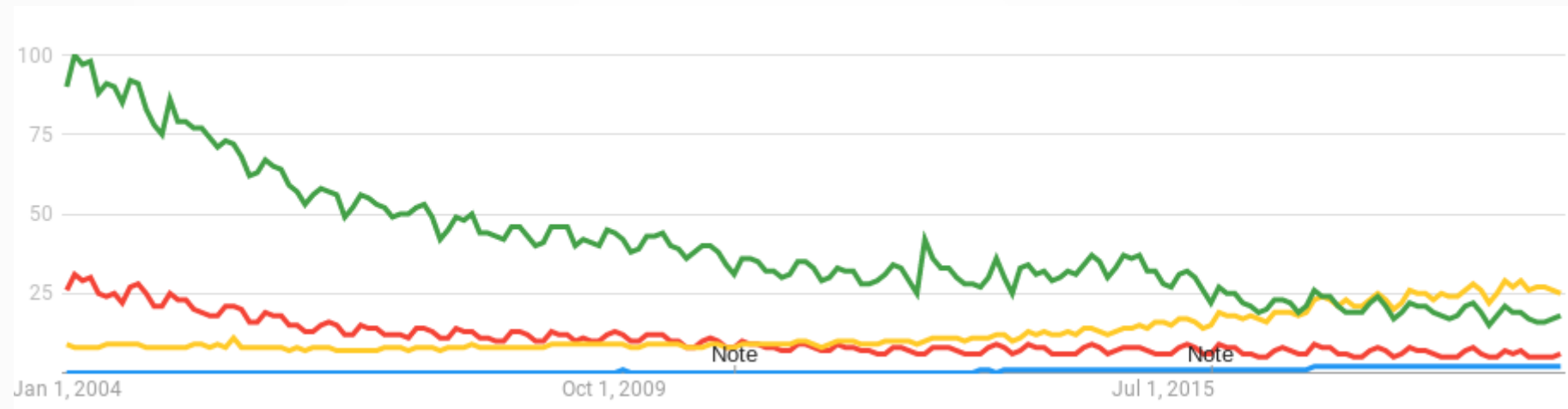
Comparing to C++:

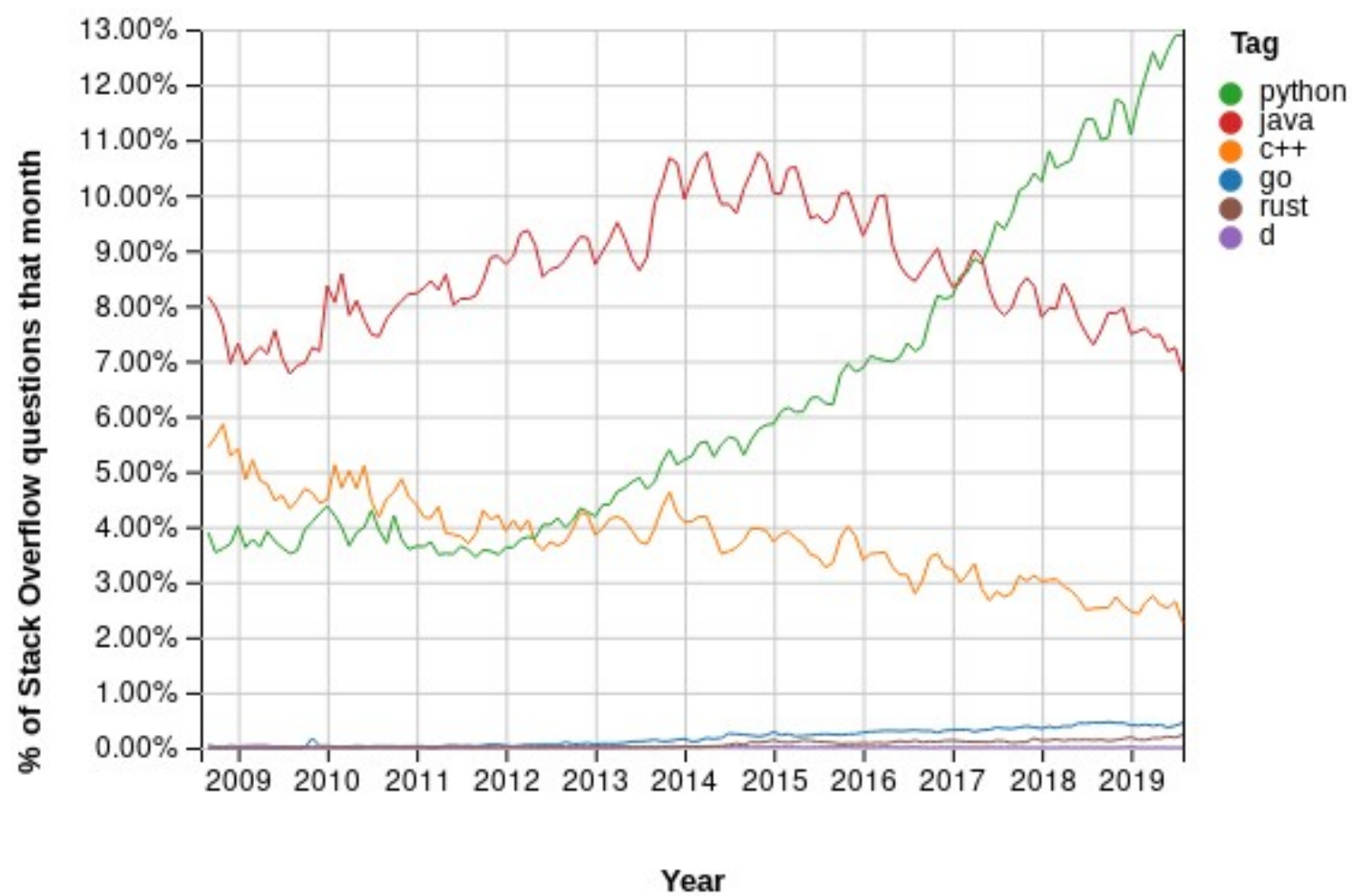


## Adding in Python:



And Java:





Lang.NEXT 2014

## Panel: Systems Programming in 2014 and Beyond

May 19, 2014 at 11:19AM

by **Charles Torre**, **Bjarne Stroustrup**, **Andrei Alexandrescu**, **Rob Pike**, **Niko Matsakis**

★★★★★ 7 ratings 15 comments



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GopherFest 2015: Rob Pike on the move from C to Go in the toolchain

## Why move the compiler to Go?

Not for validation; we have more pragmatic motives:

- Go is easier to write (correctly) than C.
- Go is easier to debug than C (even absent a debugger).
- Go is the only language you'd need to know; encourages contributions.
- Go has better modularity, tooling, testing, profiling, ...
- Go makes parallel execution trivial.

Already seeing benefits, and it's early yet.

Design document: [golang.org/s/go13compiler](https://golang.org/s/go13compiler)





“We choose to go to the moon in this decade and do the other things, not because they are easy, but because they are hard.

*[Address at Rice University, September 12 1962]”*

— John F. Kennedy

**<https://tour.golang.org>**  
**<https://play.golang.org>**