Concurrency in Go Syntax Cheat Sheet

```
go doStuff()
go func(){
}()
```

NerdAlert Online Go Cheat Sheet

```
▸ mutex = sync.Mutex{}
▸ mutex.Lock()
▸ mutex.Unlock()
```

```
▸ var wg = sync.Waitgroup{}
▸ wg.Add(<int>)
▸ wg.Done()
▸ wg.Wait() (BLOCKING)
```

```
▸ var condition = sync.NewCond(&mutex)
▸ condition.Signal()
▸ condition.Broadcast()
▸ condition.Wait()  (BLOCKING)
```

```
▸ ch:= make(chan string)
▸ ch <- myData (BLOCKING)
▸ myVar <- ch  (BLOCKING)
▸ close(ch) (optional)
```

```
▸ Ex:  atomic.AddInt32(&inventory, 100)
▸ Same as:
    ▸ mutex.Lock()
    ▸ inventory += 100
    ▸ mutex.Unlock()
```