

Как начать программировать web на Go

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ТИНЬКОФФ
ОБРАЗОВАНИЕ

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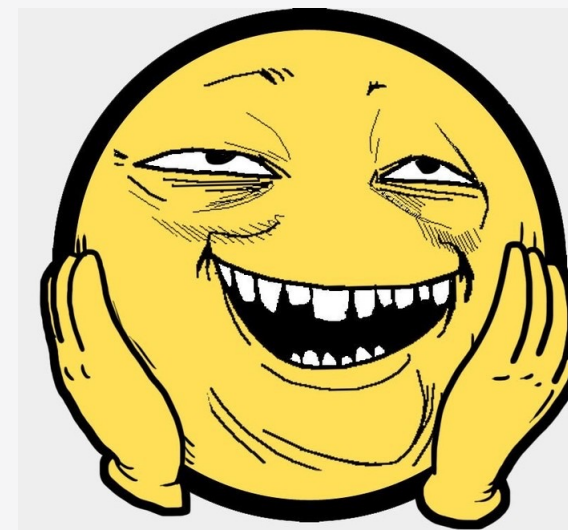
1. Устанавливаем

2. Кодим

3. Запускаем

4. ???

5. PROFIT

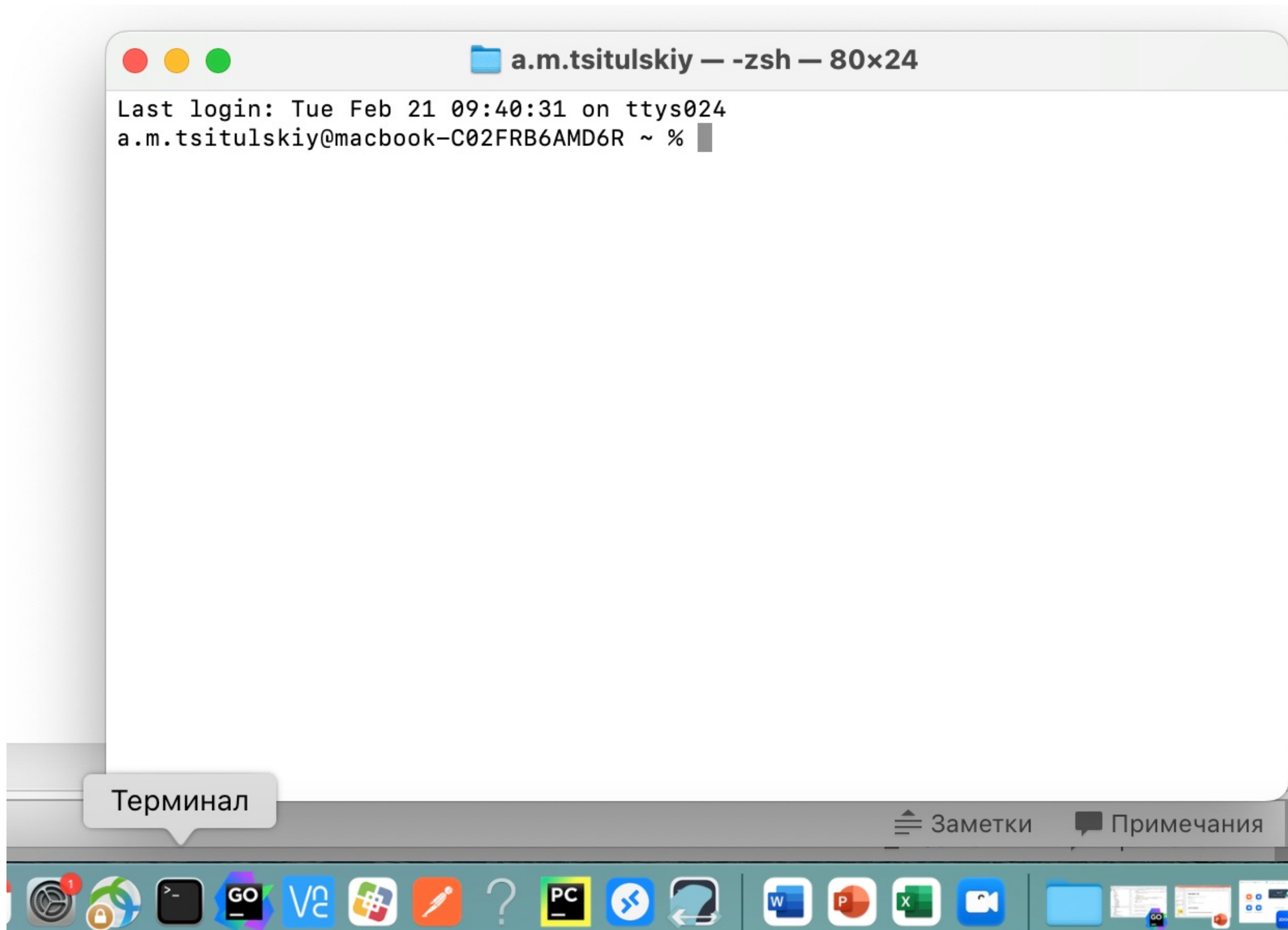


Пасхалка



Пасхалка

Это командная строка



Устанавливаем



Устанавливаем

<https://go.dev/doc/install>

Download and install

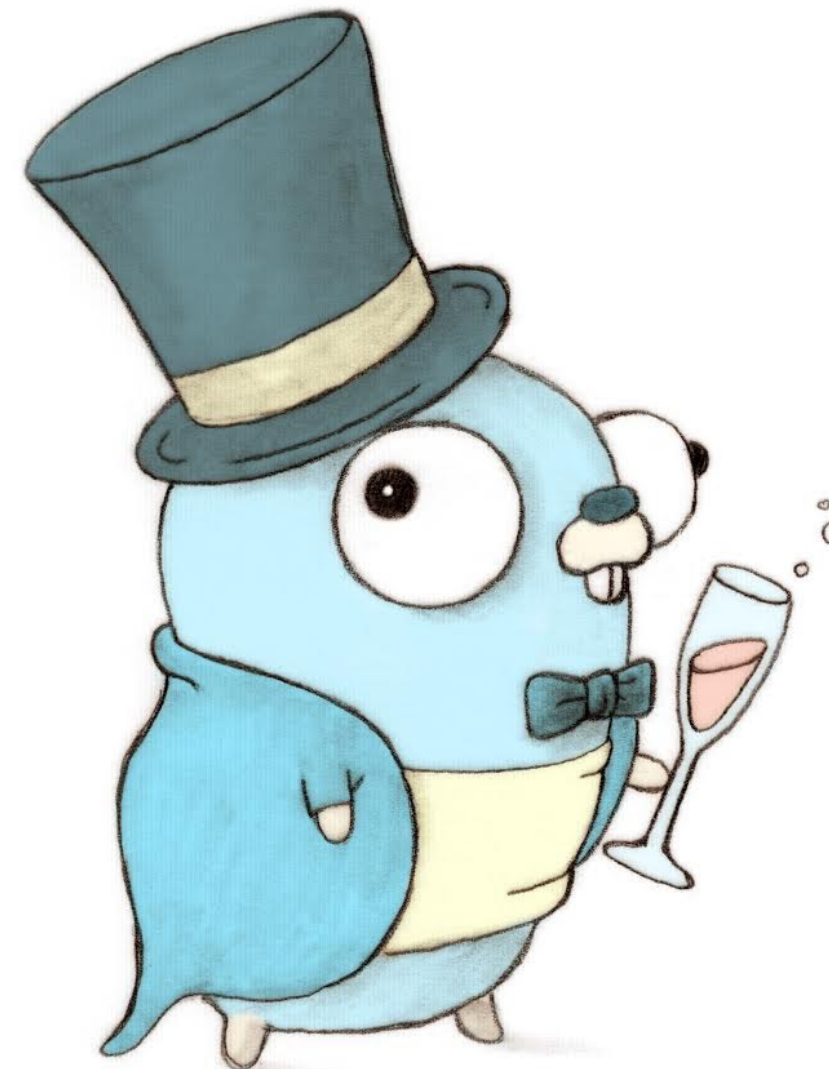
Download and install Go quickly with the steps described here.

For other content on installing, you might be interested in:

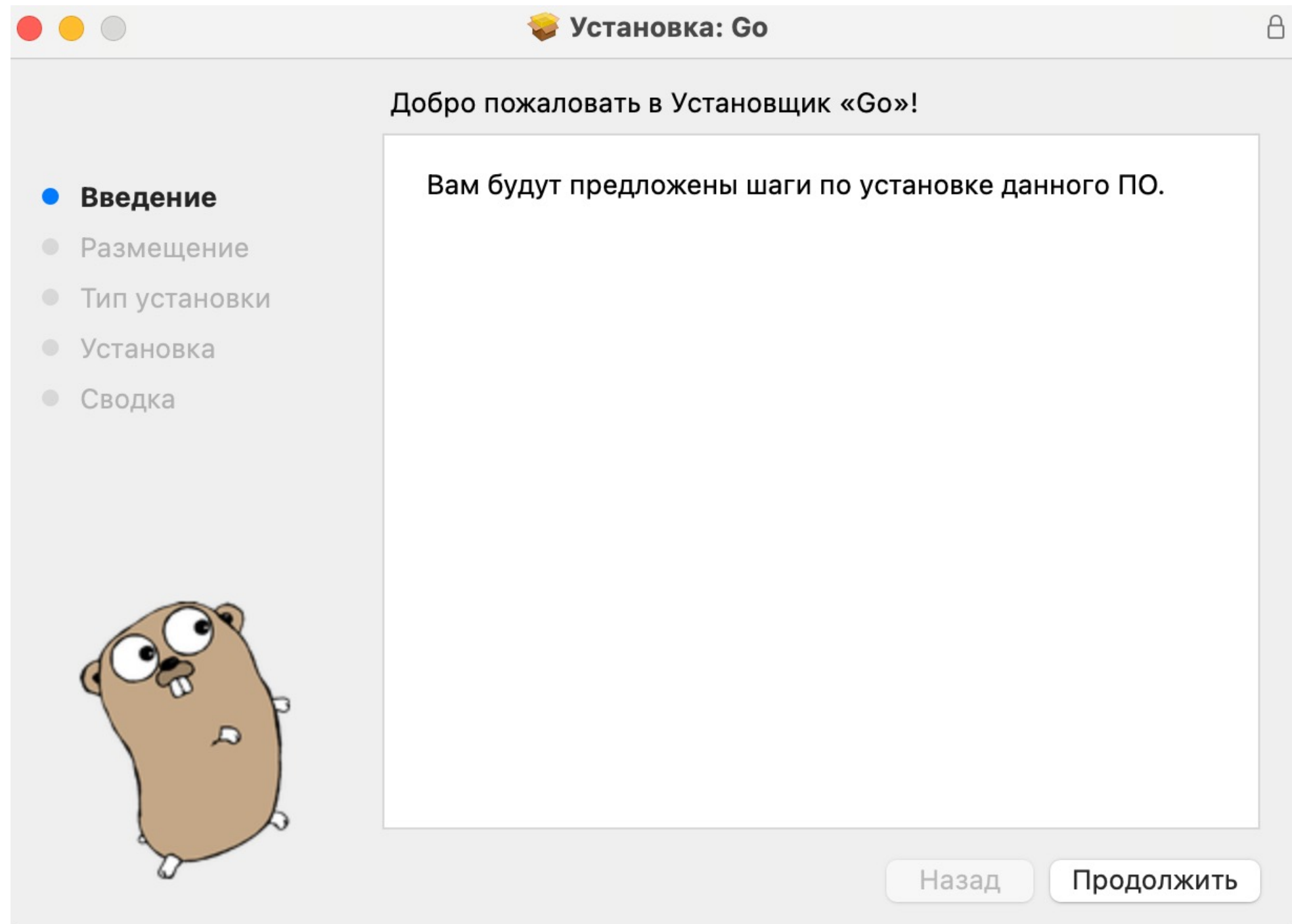
- [Managing Go installations](#) -- How to install multiple versions and uninstal
- [Installing Go from source](#) -- How to check out the sources, build them or run them.

Download (1.20.1)

Don't see your operating system here? Try one of the [other downloads](#).



Устанавливаем



Устанавливаем

```
[a.m.tsitulskiy@macbook-C02FRB6AMD6R ~ % go version  
go version go1.20.1 darwin/amd64  
a.m.tsitulskiy@macbook-C02FRB6AMD6R ~ %
```

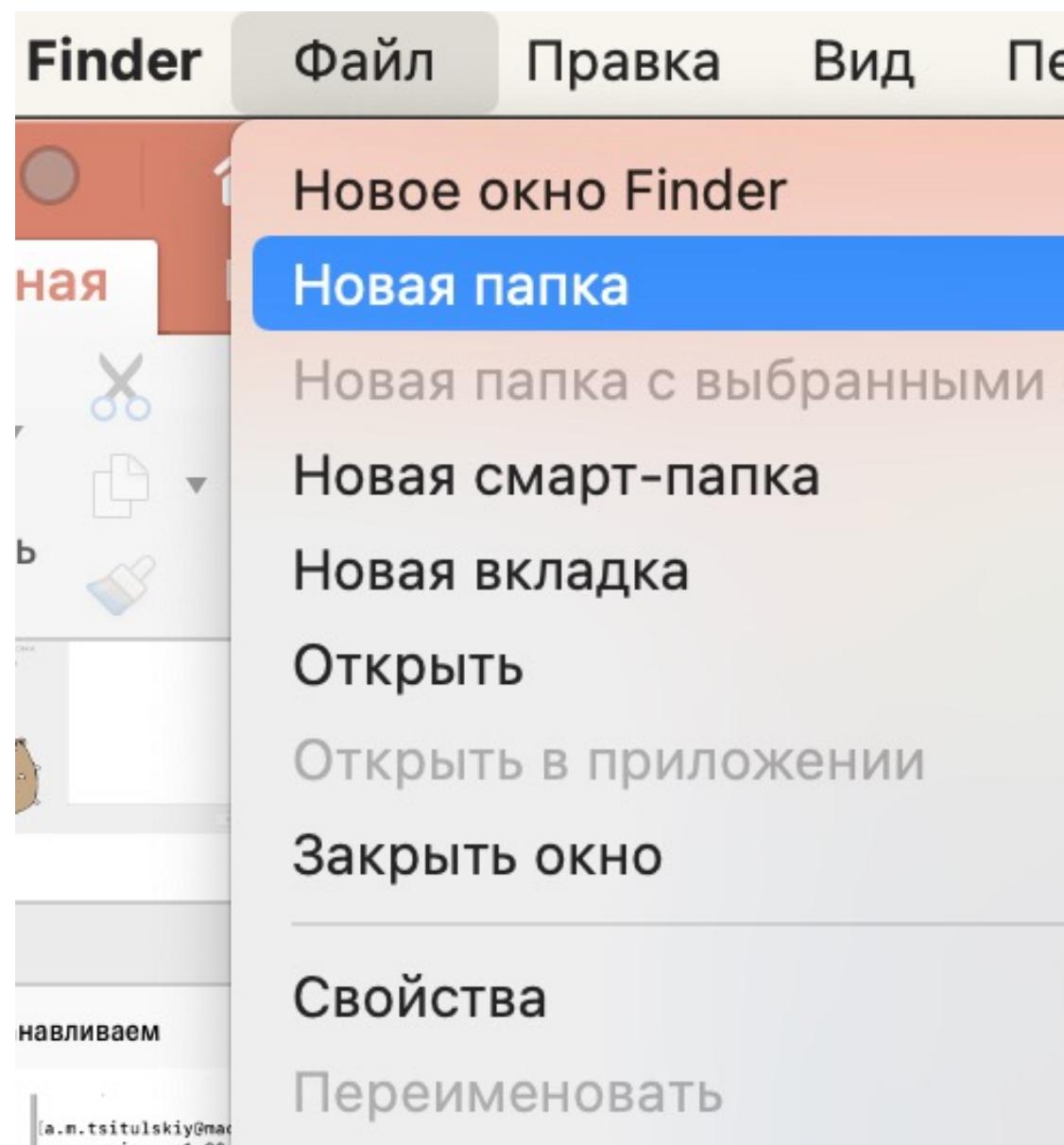


КОДИМ



Подготовка

Создадим пустую папку для проекта



Подготовка

```
(venv) a.m.tsitulskiy@macbook-C02FRB6AMD6R web3033 % go mod init kek
go: creating new go.mod: module kek
go: to add module requirements and sums:
    go mod tidy
(venv) a.m.tsitulskiy@macbook-C02FRB6AMD6R web3033 % go get github.com/gin-gonic/gin
go: added github.com/gin-contrib/sse v0.1.0
go: added github.com/gin-gonic/gin v1.8.2
go: added github.com/go-playground/locales v0.14.0
go: added github.com/go-playground/universal-translator v0.18.0
go: added github.com/go-playground/validator/v10 v10.11.1
go: added github.com/goccy/go-json v0.9.11
go: added github.com/json-iterator/go v1.1.12
go: added github.com/leodido/go-urn v1.2.1
go: added github.com/matttn/go-isatty v0.0.16
go: added github.com/modern-go/concurrent v0.0.0-20180228061459-e0a39a4cb421
go: added github.com/modern-go/reflect2 v1.0.2
go: added github.com/pelletier/go-toml/v2 v2.0.6
go: added github.com/ugorji/go/codec v1.2.7
go: added golang.org/x/crypto v0.0.0-20211215153901-e495a2d5b3d3
go: added golang.org/x/net v0.4.0
go: added golang.org/x/sys v0.3.0
go: added golang.org/x/text v0.5.0
go: added google.golang.org/protobuf v1.28.1
go: added gopkg.in/yaml.v2 v2.4.0
```

В командной строке внутри папки выполним команды:

```
go mod init kek
```

```
go get github.com/gin-gonic/gin
```

КОДИМ

Создаем файл с названием main.go

A screenshot of a code editor window with a tab labeled 'main.go'. The editor contains Go code for a simple HTTP server using the Gin framework. The code is as follows:

```
1 package main
2
3 import (
4     "net/http"
5
6     "github.com/gin-gonic/gin"
7 )
8
9 func main() {
10     r := gin.Default()
11
12     r.GET("/ping", func(c *gin.Context) {
13         c.JSON(http.StatusOK, gin.H{
14             "message": "pong",
15         })
16     })
17
18     r.Run() // listen and serve on 0.0.0.0:8080 (for windows "localhost:8080")
19 }
```


Запускаем



Запускаем

go run main.go

```
(venv) a.m.tsitulskiy@macbook-C02FRB6AMD6R web3033 % go run main.go
[GIN-debug] [WARNING] Creating an Engine instance with the Logger and Recovery middleware already attached.

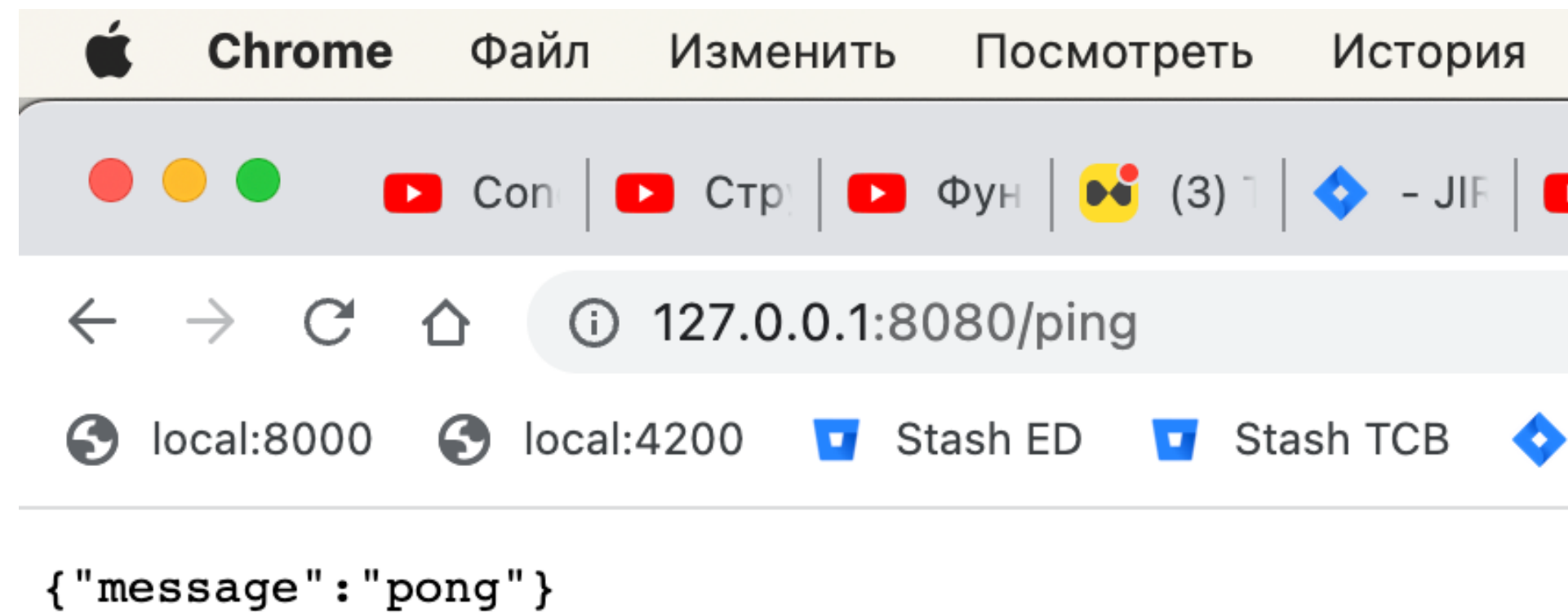
[GIN-debug] [WARNING] Running in "debug" mode. Switch to "release" mode in production.
- using env:    export GIN_MODE=release
- using code:   gin.SetMode(gin.ReleaseMode)


[GIN-debug] GET    /ping                --> main.main.func1 (3 handlers)
[GIN-debug] [WARNING] You trusted all proxies, this is NOT safe. We recommend you to set a value.
Please check https://pkg.go.dev/github.com/gin-gonic/gin#readme-don-t-trust-all-proxies for details.
[GIN-debug] Environment variable PORT is undefined. Using port :8080 by default
[GIN-debug] Listening and serving HTTP on :8080
[GIN] 2023/02/21 - 09:30:36 | 404 |          460ns |      127.0.0.1 | GET    "/"
[GIN] 2023/02/21 - 09:30:36 | 404 |          648ns |      127.0.0.1 | GET    "/favicon.ico"
[GIN] 2023/02/21 - 09:30:42 | 200 |       74.919µs |      127.0.0.1 | GET    "/ping"
```

PROFIT



PROFIT





Спасибо за внимание!
Вопросы?

Материалы

- [Установка](#)
- [Web фреймворк](#)