

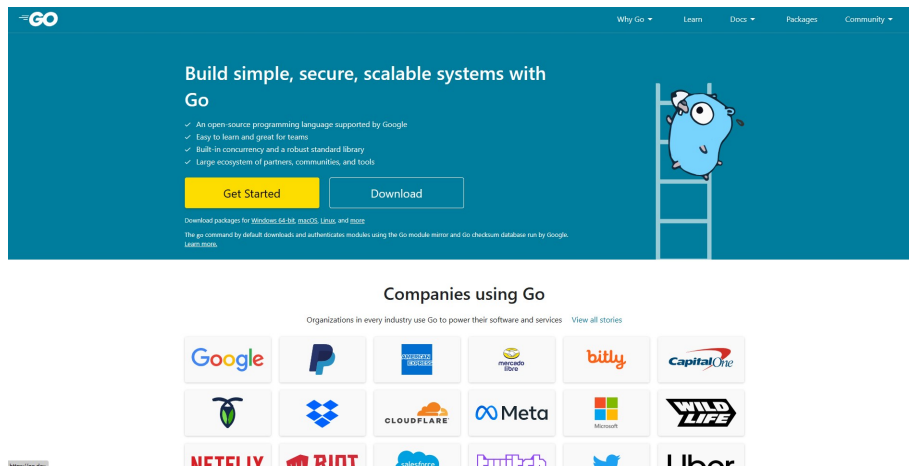
# Go Guide Learning

Rafael and Julien

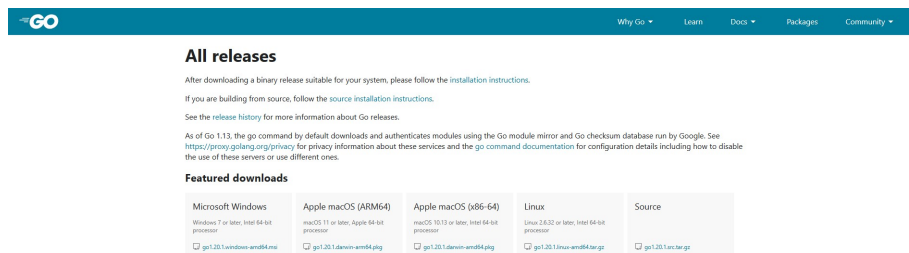
March 4, 2023

## 1 Go Lang Installation

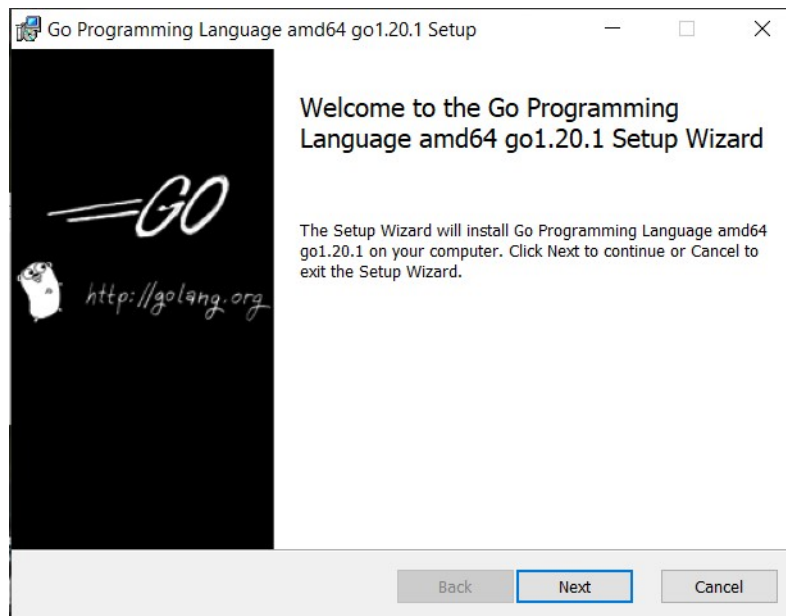
1. Go to the website <https://go.dev/>



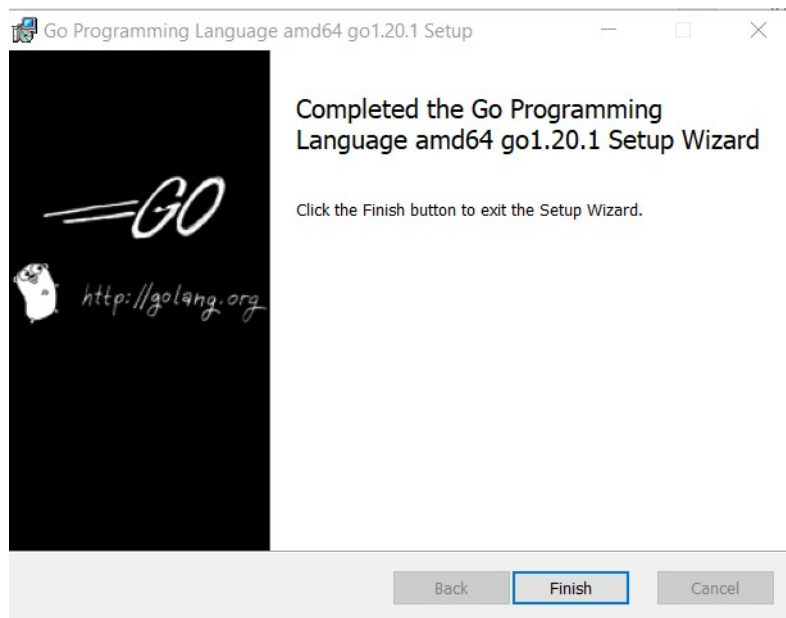
2. Press the **Download** button
3. This page will show up.



4. Choose Microsoft if you have Microsoft or Apple if you have apple.
5. A .msi file will be downloaded so once you click on the .msi file this window will pop-up. Wait for gathering all the info and hit **next**



6. You will see this image when you are good to GO!



## 1.1 Hello World in GO

If you got up to here, Congratulations! Now we are going to build our first GO app!

1. Open the visual studio code a create a new file called HelloWorld.go
2. Just load the package main; after import the fmt package so you can print anything in the terminal and write everything in the main function see the output results.

```
1 package main
2
3 import (
4     "fmt"
5 )
6
7 func main() {
8     fmt.Print("Hello World!")
9 }
```

Listing 1: Hello World Example

3. Go to your terminal and just type it in:

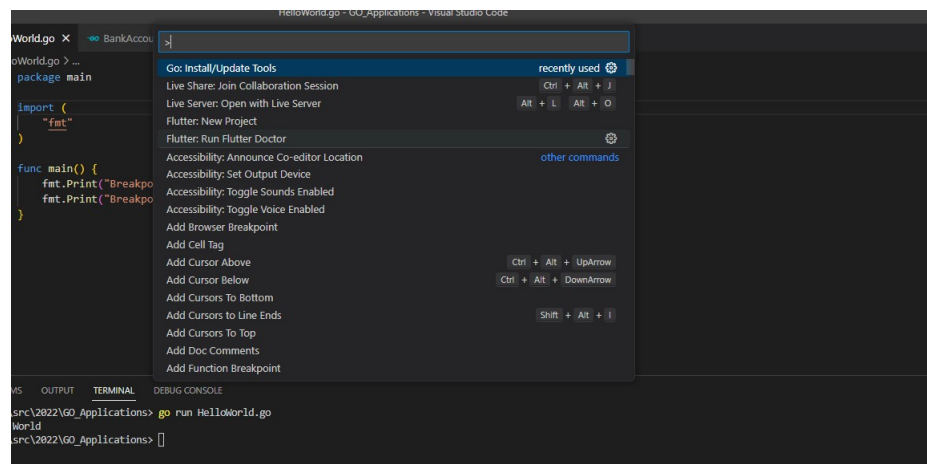
```
1 go run HelloWorld.go
```

3. Now you should see this in your terminal.

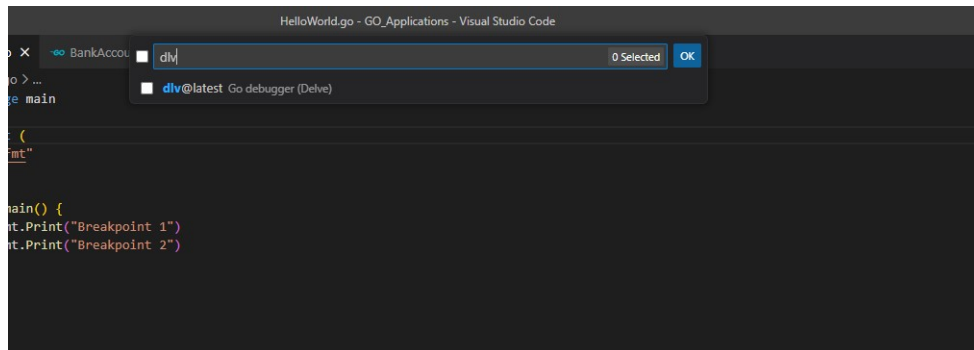
```
PS C:\src\2022\GO_Applications> go run HelloWorld.go
Hello World
```

## 1.2 Debugging In Go

- 1.To implemeng Debugging in GO, you can go to VS code and hit ctrl+Shift+P or Cmd+Shift+P(Mac), this bad should show up to you.



2. Now you need to choose Go: Install/Update tools if you can 't see type it in.
3. After, search for "dlv".



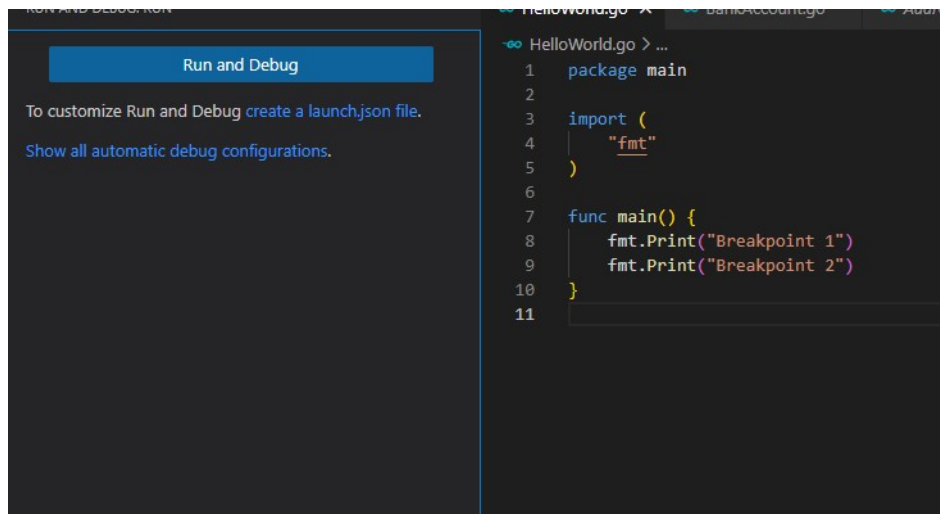
4. Now you are good to go when you see this message!

```

Tools environment: GOPATH=C:\Users\lucia\go
Installing 1 tool at C:\Users\lucia\go\bin in module mode.
dlv
Installing github.com/go-delve/delve/cmd/dlv@latest (C:\Users\lucia\go\bin\dlv.exe) SUCCEEDED
All tools successfully installed. You are ready to Go. :)

```

5. Now go to Run and Debug and create a Jason File.



6. After that Debugging is all set in GO.

## 2 Assignment Instructions

The purpose of this assignment is just to introduce the basic concepts of how to manage server side /HTTP response-request using GO.

- Create a HandleFunc to handle the home page. It will show the option to add another person or list all people.
- Create another HandleFunc to add the person.
- Create a HandleFunc to list all the people.
- HTTP ListenAndServe to setup the port for a server
- Create a struct Person with two fields Name and Age, both strings data type.
- After that, create a function called handleHome having as input parameters a request and response. The role of this method is to open the Jason File and read all the people's info and display it in the index.html file.
- Create a function called handleAdd having as input parameters a request and response.

Create a switch or If to get the if the request is a GET or POST.

If it is a GET redirect to add.html

if it is a POST is going to add a person object

\*First thing you need to retrieve the form's information

\*Open the Jason File and have an slice to retrieve all the people

\*You need to create a new object using the form information.

\*After that append the new person object to your slice.

\*Convert everything back to Jason.

Handle any error if you would like to.

- Create a function handleList having as input parameters a request and response.
- This Function will open the Jason file load all the people into a slice and then send it back to the list.html with the slice passed in.
- In the list.html loop over the the people slice and print every person.
- Handle any errors if you would like to.