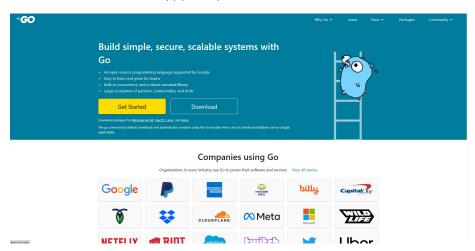
Go Guide Learning

Rafael and Julien

March 6, 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.

```
package main

import (
    "fmt"

)

func main() {
    fmt.Print("Hello World!")
}
```

Listing 1: Hello World Example

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

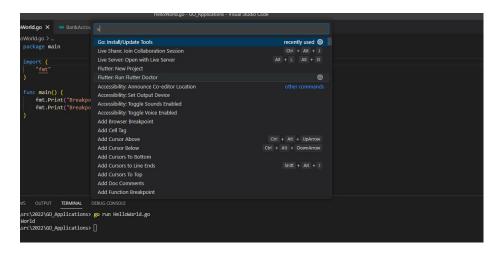
```
go run HelloWorld.go
```

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.

```
Run and Debug

To customize Run and Debug create a launch ison file.

Show all automatic debug configurations.

The low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damace and a damage in the low ordings X as a damage in the low ordinary X as a damage in the low ordinary X as a damage in the low ordings X as a damage in the low ordinary X as a damage in the low or
```

6. After that Debugging is all set in GO.