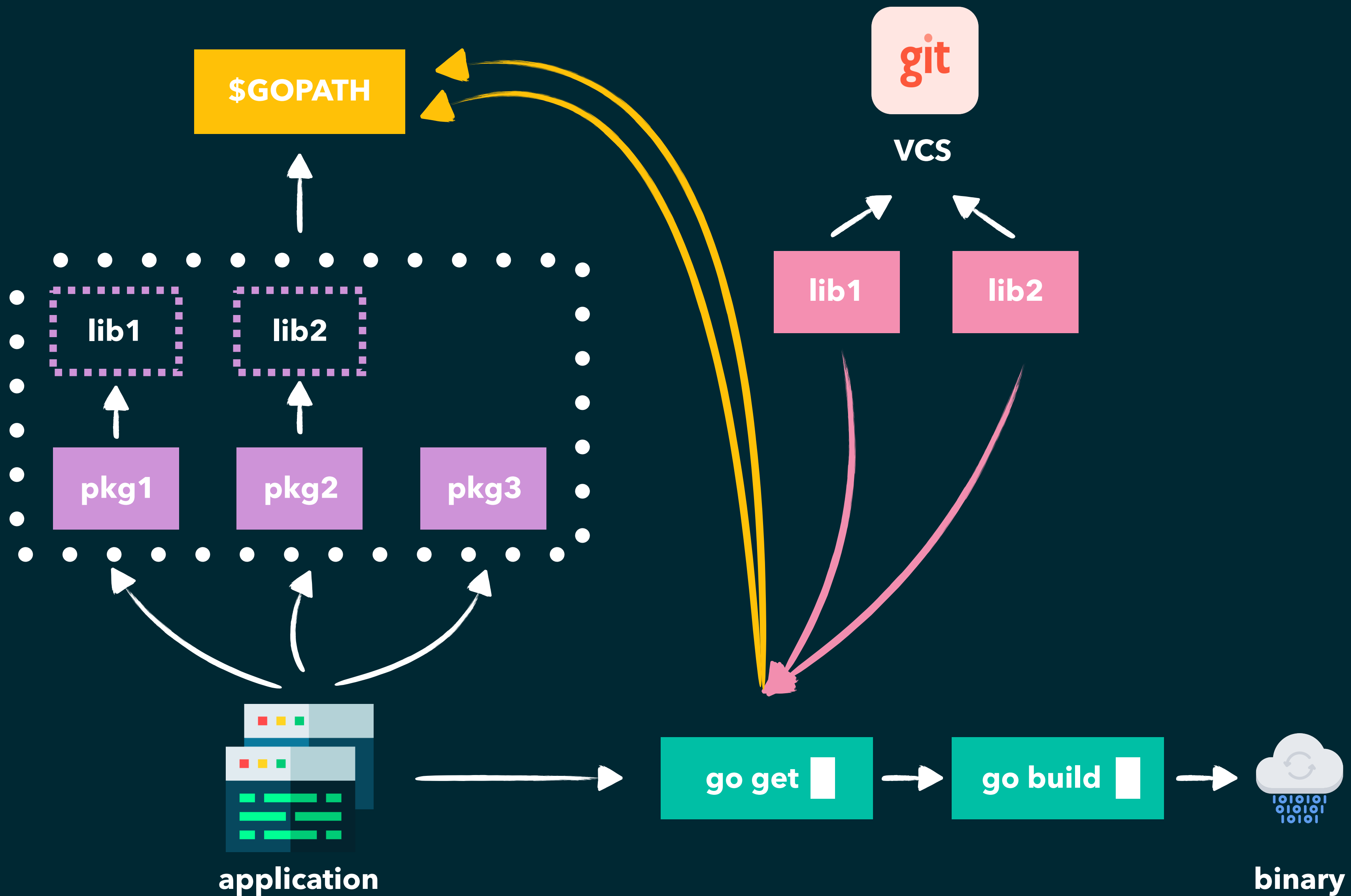




vendor dir in Go

# THE PROBLEM



# VERSIONING



lib1

■ master → v2.1.0

■ v1.0.0

...

■ v2.1.0

lib2

■ master → v3.1.2

■ v1.0.0

...

■ v3.1.2



# SEM VER



■ v3.1.2

- **major** - breaking changes
- **minor** - features, improvements
- **patch** - patches, bug fixes

# GO 1.5 VENDOR EXPERIMENT



 **\$GOPATH**/src/github.com/gophertuts/go-basics/vendor-directory

 pkg1/pkg1.go

 pkg2/pkg2.go

 pkg3/pkg3.go

main.go

 **vendor**/github.com/gophertuts/go-basics/vendor-directory

 pkg3/pkg3.go

```
package main
```

```
import(
```

```
    _ "github.com/gophertuts/go-basics/vendor-directory/pkg1"
```

```
    _ "github.com/gophertuts/go-basics/vendor-directory/pkg2"
```

```
    _ "github.com/gophertuts/go-basics/vendor-directory/pkg3"
```

```
)
```

# HOW DO IMPORTS RESOLVE?



main.go

```
import "github.com/u/p/pkg1"
```



`$GOPATH` < `vendorN` < `vendorN-1` < ... < `vendor0`



`$GOPATH/src/github.com/u/p/pkg1`

...



`vendor/src/github.com/u/p/pkg1`

...



`vendor/src/github.com/u/p/pkg1`

...

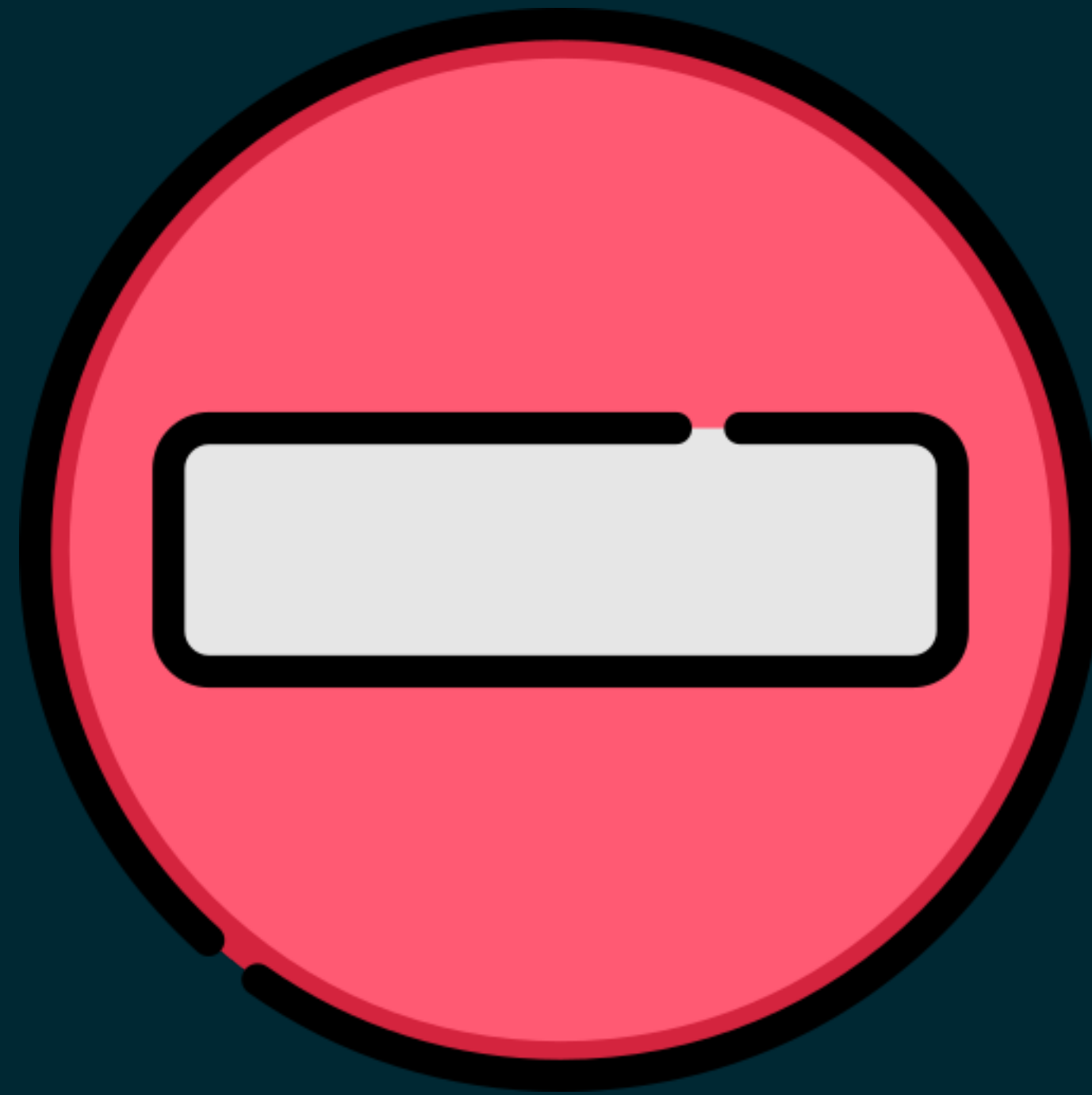


`vendor/src/github.com/u/p/pkg1`



`main.go`

# NESTED VENDOR DIRECTORIES?



# IMPORT SHADOWING



 **\$GOPATH**/src/github.com/gophertuts/go-basics/vendor-directory

 pkg1/pkg1.go

 pkg2/pkg2.go

 pkg3/pkg3.go

main.go

 **vendor**/github.com/gophertuts/go-basics/vendor-directory

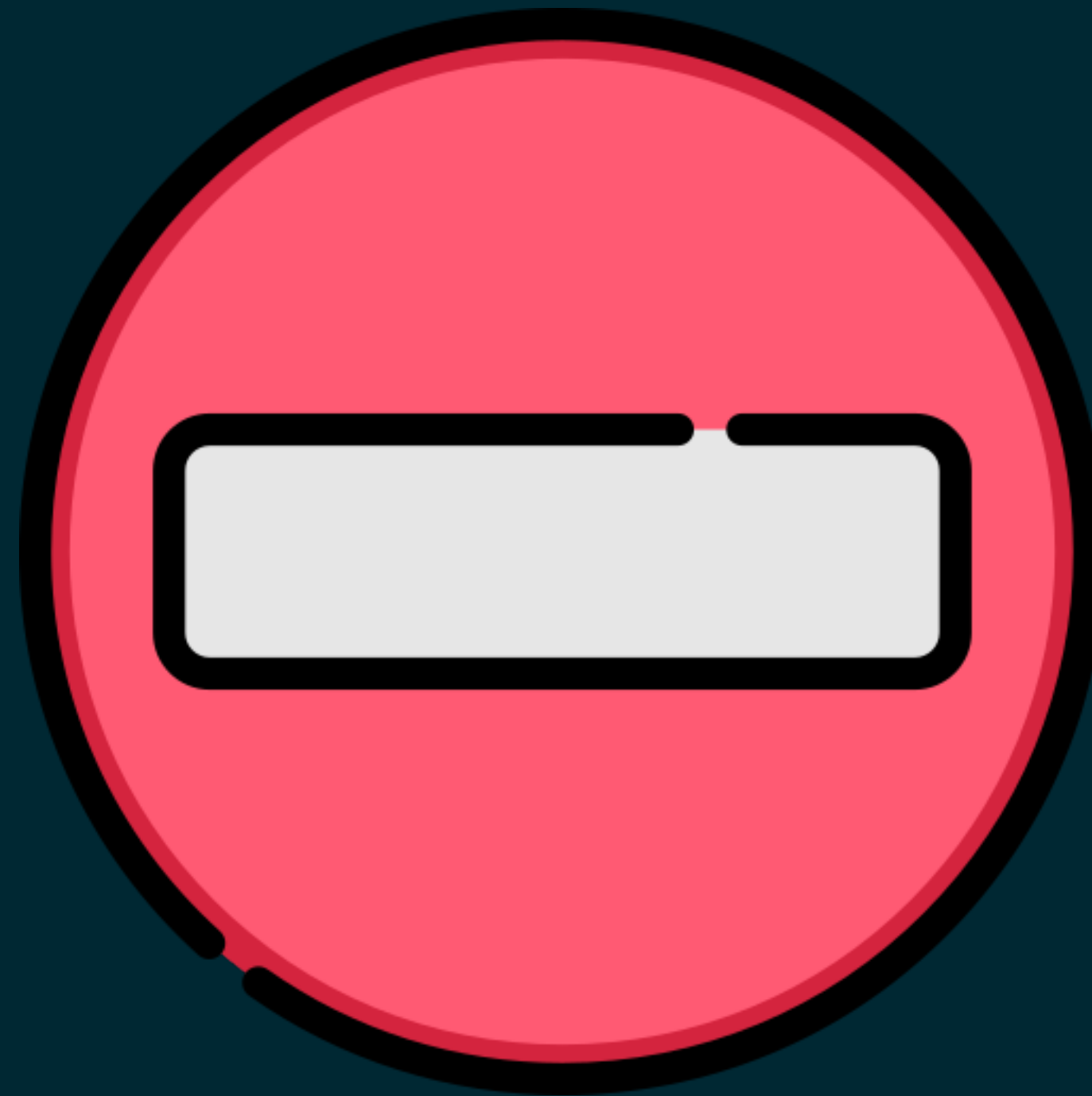
 pkg3/pkg3.go

```
package main

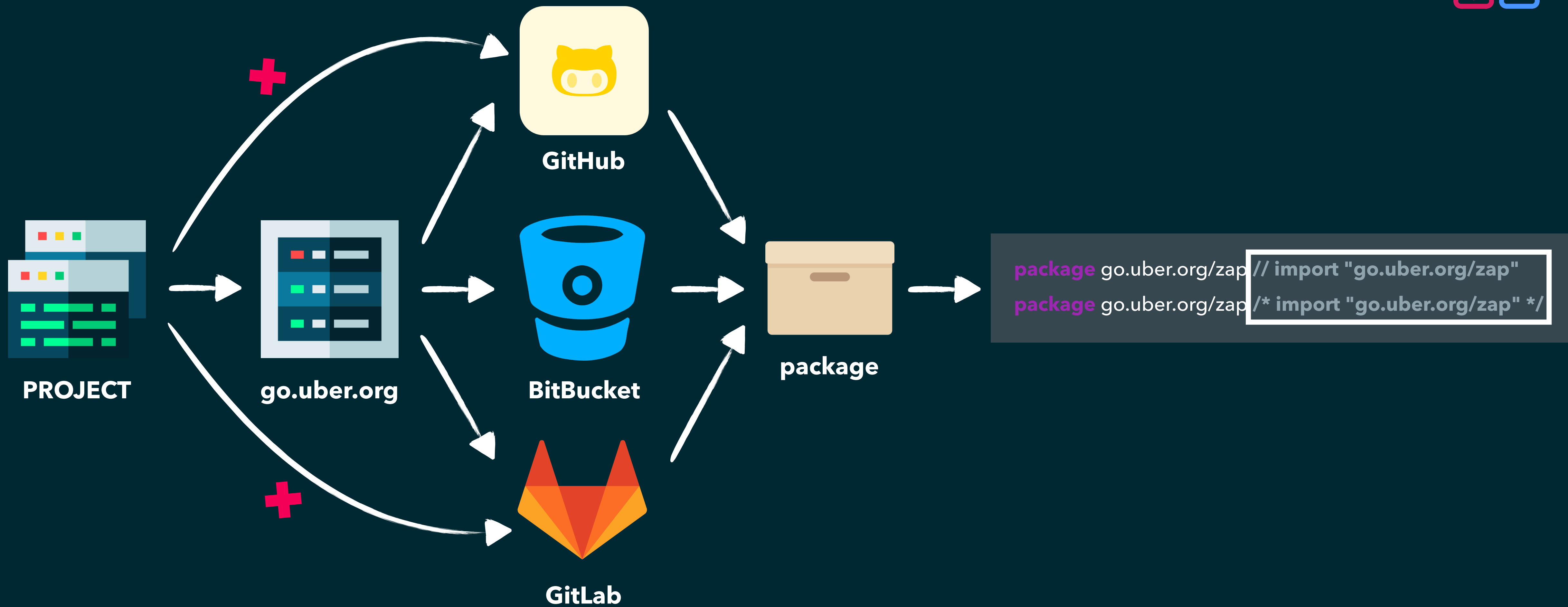
import(
    _ "github.com/gophertuts/go-basics/vendor-directory/pkg1"
    _ "github.com/gophertuts/go-basics/vendor-directory/pkg2"
    _ "github.com/gophertuts/go-basics/vendor-directory/pkg3"
)
```



# IMPORT PATH CHECKING IS DISABLED FOR VENDOR



# IMPORT PATH CHECKING



# GO GET DOES NOT UPDATE VENDOR



go get



\$GOPATH



vendor