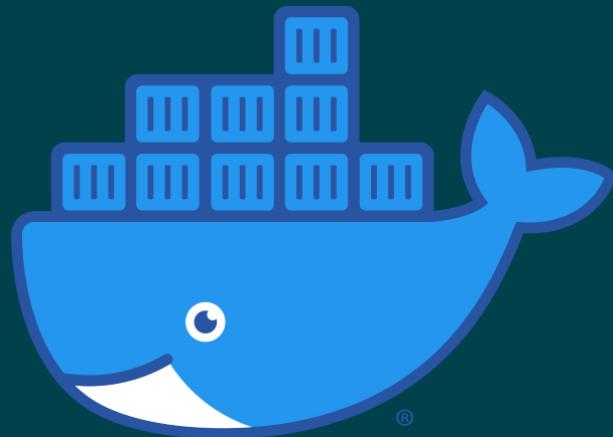




# JAVA TO GO

## GOOGLE GO FÜR JAVA ENTWICKLER





**467.882** ZEILEN CODE  
**2.130** CONTRIBUTORS



=CO



# 3 GRÜNDE FÜR GO

- 1 Einfach
- 2 Mächtig
- 3 Langweilig





# HELLO GOPHER

```
package main

import "fmt"

func main() {
    fmt.Println("Hello Gopher!")
}
```

## Ausführen

```
go build hellogopher.go // 1. Code kompilieren
./hellogopher           // 2. Binary ausführen
```

```
go run hellogopher.go   // Code kompilieren und ausführen
```



# ENTWICKLUNG



JetBrains  
GoLand



Visual  
Studio Code



Vim Go



# 5 FAKTEN ZU GO

- 1 statisches Typsystem
- 2 Garbage Collection
- 3 keine Vererbung
- 4 Concurrency eingebaut
- 5 native Ausführung

Linux, Win, z/OS, 386, amd64, ARM, wasm, ...





# VARIABLEN, SLICES, SCHLEIFEN

```
1 // Variable
2 var frank string = "Frank"
3 claire := "Claire"
4
5 // Array (fixe Länge)
6 namesArray := [3]string{frank, claire, "Zoe"}
7
8 // Slice (variable Länge)
9 namesSlice := make([]string, 2)
10 namesSlice[0] = frank
11
12 // Schleife
13 for i, name := range namesSlice {
14     fmt.Println("Hello " + name + "!")
15 }
```



# STRUCT STATT KLASSE

```
1 type Congressman struct {
2     Name string
3 }
4
5 func main() {
6     c := Congressman{Name: "Peter Russo"}
7     fmt.Println("Hello " + c.Name + "!")
8 }
```



# FUNCTION RECEIVER STATT INSTANZMETHODE

```
1 type Congressman struct {
2     Name string
3 }
4
5 func (c Congressman) swearOathOfOffice() {
6     fmt.Printf("I, %v, swear to serve the USA.", c.Name)
7 }
8
9 func main() {
10    c := Congressman{Name: "Peter Russo"}
11    c.swearOathOfOffice();
12 }
```



# INTERFACE

```
1 type Greeter interface {  
2     greet()  
3 }  
4  
5 func passBy(c1 Greeter, c2 Greeter)  
6     c1.greet()  
7     c2.greet()  
8 }  
9  
10 func main() {  
11     c := Congressman{Name: "Frank U."  
12     e := Enemy{}  
13     passBy(c, e)  
14 }
```

```
type Congressman struct {  
    Name string  
}  
  
func (c Congressman) greet() {  
    fmt.Println("Hello", c.Name)  
}
```

```
type Enemy struct{ }  
  
func (e Enemy) greet() {  
    fmt.Println("Go to hell!")  
}
```



# ZU EINFACH?



# STRUCT EMBEDDING STATT VERERBUNG

```
1 type Congressman struct {
2     Name string
3 }
4
5 type President struct {
6     Congressman // Embedded
7
8     NuclearWeaponCode string
9 }
10
11 func main() {
12     p := President{NuclearWeaponCode: "123"}
13     p.Name = "Frank Underwood"
14     p.swearOathOfOffice()
15 }
```



# FEHLER

```
1 // Fehler als Rückgabewert
2 func (c Congressman) bribe(amount float64) error {
3     if c.Name != "Peter Russo" {
4         return errors.New("Not corrupt!")
5     }
6     c.AccountBalance += amount
7     return nil
8 }
9
10 func main() {
11     c := Congressman{Name: "Jackie Sharp", AccountBalance: -10.0}
12
13     // Fehler behandeln
14     err := c.bribe(5000.0)
15     if err != nil {
16         fmt.Printf("%v is not bribable.", c.Name)
17     }
18 }
```



# GENERICSS

```
func printSliceOfInts(numbers []int) {  
    for _, num := range numbers {  
        fmt.Println(num, " ")  
    }  
}
```

```
func printSliceOfStrings(strings []string) {  
    for _, num := range strings {  
        fmt.Println(num, " ")  
    }  
}
```

Generics kommen in Go 2



# MÄCHTIG



# CONCURRENCY

**GOROUTINE**

leichtgewichtiger Thread

**CHANNEL**

Kanal für Nachrichten



# GOROUTINE

```
1 func HelloCongressman(name string) {  
2     fmt.Println("Hello Congressman", name)  
3 }  
4  
5 func main() {  
6     go HelloCongressman("Russo")  
7 }
```



# GOROUTINE MIT SLEEP

```
1 func HelloCongressman(name string) {
2     fmt.Println("Hello Congressman", name)
3 }
4
5 func main() {
6     go HelloCongressman("Russo")
7
8     time.Sleep(5 * time.Millisecond)
9 }
```



# GOROUTINE MIT WAIT GROUP

```
1 func HelloCongressman() {
2     fmt.Println("Hello Congressman", name)
3 }
4
5 func main() {
6     var waitGroup sync.WaitGroup
7     waitGroup.Add(1)
8     go func() {
9         HelloCongressman("Russo")
10        waitGroup.Done()
11    }()
12    waitGroup.Wait()
13 }
```



# GOROUTINE MIT WAIT GROUP UND DEFER

```
1 func HelloCongressman() {
2     fmt.Println("Hello Congressman", name)
3 }
4
5 func main() {
6     var waitGroup sync.WaitGroup
7     waitGroup.Add(1)
8     go func() {
9         defer waitGroup.Done()
10        HelloCongressman("Russo")
11    }()
12    waitGroup.Wait()
13 }
```



# CHANNEL

```
1 func main() {
2     money := make(chan int)
3     go Congressman(money)
4
5     // Nachricht senden
6     money <- 100
7 }
8
9 func Congressman(money chan int) {
10    // Nachricht empfangen
11    amount := <-money
12
13    fmt.Println("Received", amount, "$!")
14 }
```



# CHANNEL MIT SELECT

```
1 func main() {
2     money := make(chan int)
3     go Congressman(money)
4
5     // Nachricht senden
6     money <- 100
7 }
8
9 func Congressman(money chan int) {
10    select {
11        case amount := <-money:
12            fmt.Println("Received", amount, "$!")
13    }
14 }
```



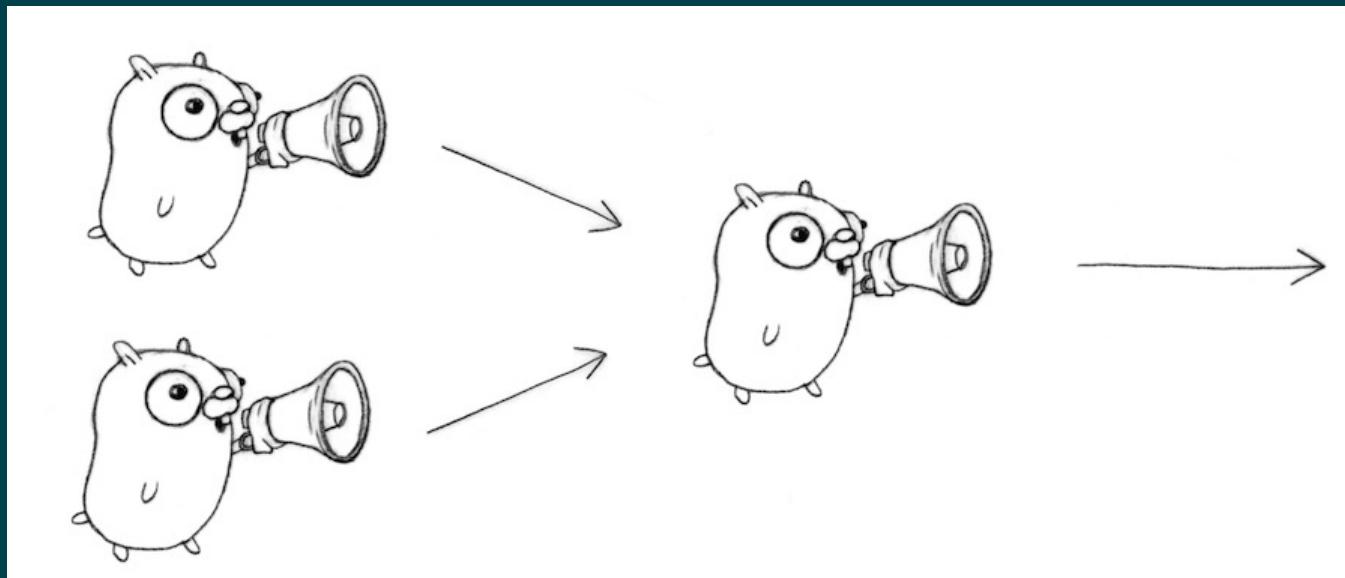
# CHANNEL MIT TIMEOUT

```
1 func main() {
2     money := make(chan int)
3     go Congressman(money)
4
5     time.Sleep(2 * time.Second)
6 }
7
8 func Congressman(money chan int) {
9     select {
10     case amount := <-money:
11         fmt.Println("Received", amount, "$!")
12     case <-time.After(1 * time.Second):
13         fmt.Println("Got nothing ...!")
14     }
15 }
```



# CONCURRENCY

mit Goroutinen und Channels





# STANDARDBIBLIOTHEK

# Tests

# HTTP(2) Server und Router

# JSON

# Logging



# EINFACH LANGWEILIG ZU EINFACH? MÄCHTIG

# Variablen,

Slices,

Schleifen

# Struct

# Struct

Embedding

# Fehler

# Generics

# Interface

# Goroutine

# Channel

#

Standardbibliothek



# DEMO





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