



# Go in der Praxis

# Take GitHub to the command line

GitHub CLI brings GitHub to your terminal. Free and open source.

```
brew install gh
```

or

[Download for Mac](#)

[View installation instructions →](#)

```
$ gh pr checkout
```

Check out pull requests locally.



```
$ gh pr checkout 12
remote: Enumerating objects: 66, done.
remote: Counting objects: 100% (66/66), done.
```



gh Github CLI

149.298 Zeilen Code

490 Contributors



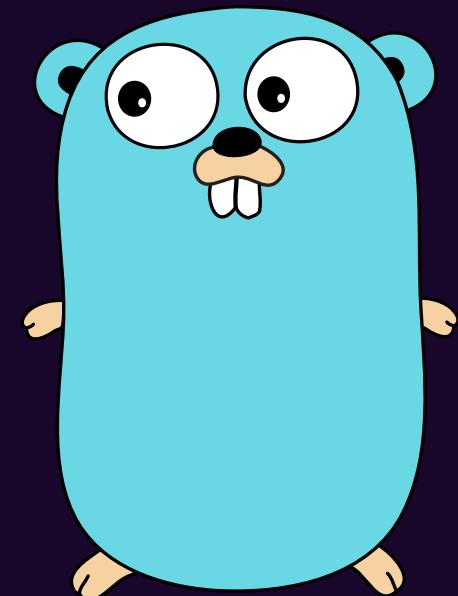
1.  **CLI Tools**
2.  **Web App**
3.  **Container Workloads**



# 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, ...





# CLI Tool Go Proverbs



# Go Proverbs

# 18 Prinzipien zur Go Entwicklung  
# von Rob Pike 2015 vorgestellt  
# "Clear is better than clever."



# CLI Proverbs ohne Argumente

```
> progo-cli
```

```
Clear is better than clever.
```



# CLI Projekt aufsetzen

```
// 1. Go Modul erstellen (erzeugt go.mod)
> go mod init crossnative.com/progo-cli
```

```
// 2. Datei main.go erstellen
package main

import "fmt"

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

## Ausführen

```
go build . // 1. Code kompilieren
./progo-cli // 2. Binary ausführen
```

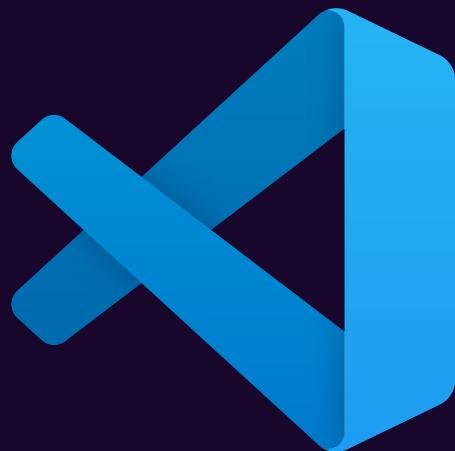
```
go run . // Code kompilieren und ausführen
```



# Entwicklung



JetBrains  
GoLand



Visual  
Studio Code



Vim Go

# Proverbs als Go Modul





package

module



Version: v0.0.2

Latest



Jump to ...



README

Documentation

Overview

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Constants

Variables

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↳ Types

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## Index

```
type ErrNthProverbNotFound
    func (e *ErrNthProverbNotFound) Error() string
type Proverb
    func All() ([]*Proverb, error)
    func Nth(n int) (*Proverb, error)
    func Random() *Proverb
```

## Types

**type ErrNthProverbNotFound**

```
type ErrNthProverbNotFound struct {
    N int
}
```

ErrNthProverbNotFound is returned when the requested nth

**func (\*ErrNthProverbNotFound) Error**

```
func (e *ErrNthProverbNotFound) Error() string
```

**type Proverb**

```
type Proverb struct {
    Saying string
    Link   string
}
```



# Proverbs Modul nutzen

```
// 1. Proverbs Modul Dependency  
> go get github.com/jboursiquot/go-proverbs
```

```
// 2. Go Modul Descriptor go.mod  
module crossnative.com/progo-cli  
  
go 1.23  
  
require github.com/jboursiquot/go-proverbs v0.0.2
```



# Zufälliges Proverb ausgeben

```
1 package main
2
3 import (
4     "fmt"
5     "github.com/jboursiquot/go-proverbs"
6 )
7
8 func main() {
9     fmt.Println(proverbs.Random())
10 }
```

```
// Ausgabe `go run .`
&{Make the zero value useful. http://youtube.com/322}
```



# Structs und Pointer



```
1 package main
2
3 import (
4     "fmt"
5     "github.com/jboursiquot/go-proverbs"
6 )
7
8 func main() {
9     // Pointer Variable auf Proverb Struct
10    var p *proverbs.Proverb = proverbs.Random()
11
12    fmt.Println(p)
13 }
```

```
1 // Struct statt Klasse
2 type Proverb struct {
3     Saying string
4     Link   string
5 }
```



# Zufälliges Proverb ausgeben

```
1 package main
2
3 import (
4     "fmt"
5     "github.com/jboursiquot/go-proverbs"
6 )
7
8 func main() {
9     var p *proverbs.Proverb = proverbs.Random()
10
11    // Zugriff auf Property des Structs
12    fmt.Println(p.Saying)
13 }
```

```
// Ausgabe `go run .`
Make the zero value useful.
```



# CLI Proverbs mit Count

```
> pro -count=3
```

Clear is better than clever.  
Documentation is for users.  
Don't panic.



# Flag für Count

```
1 import (
2     "flag"
3     "fmt"
4     "github.com/jboursiquot/go-proverbs"
5 )
6
7 func main() {
8     // 1. Flags definieren
9     var count int
10    flag.IntVar(&count, "count", 1, "proverb count")
11
12    // 2. Flags parsen
13    flag.Parse()
14
15    // 3. Ausgabe in Schleife
16    for i := 0; i < count; i++ {
17        var p *proverbs.Proverb = proverbs.Random()
18        fmt.Println(p.Saying)
19    }
20 }
```

```
// Compile mit `go build .`, Ausgabe mit `progo-cli -count=2`
Make the zero value useful.
Reflection is never clear.
```



# CLI Proverbs mit ungültigem Count

```
> progo-cli -count=
```

```
flag needs an argument: -count
Usage of ./progo-cli:
  -count int
    proverb count (default 1)
```



# Flag für Count Refactored

```
1 import (
2     "flag"
3     "fmt"
4     "github.com/jboursiquot/go-proverbs"
5 )
6
7 func main() {
8     // 1. Flags definieren
9     var count int
10    flag.IntVar(&count, "count", 1, "proverb count")
11
12    // 2. Flags parsen
13    flag.Parse()
14
15    // 3. Ausgabe in Schleife
16    for range count {
17        p := proverbs.Random()
18        fmt.Println(p.Saying)
19    }
20 }
```

```
// Compile mit `go build .`, Ausgabe mit `pro -count=2`
Make the zero value useful.
Reflection is never clear.
```



## About



Cobra is a CLI framework for Go. It contains a library for creating powerful modern CLI applications and a tool to rapidly generate Cobra based applications and command files.

It was created by Go team member, [spf13](#) for [hugo](#) and has been adopted by the most popular Go projects.

### Cobra provides:

- Easy subcommand-based CLIs: [app server](#), [app fetch](#), etc.
- Fully POSIX-compliant flags (including short & long versions)
- Nested subcommands
- Global, local and cascading flags
- Easy generation of applications & commands with `cobra init appname` & `cobra add cmdname`
- Intelligent suggestions (`app srver` ... did you mean `app server`?)
- Automatic help generation for commands and flags
- Automatic help flag recognition of `-h`, `--help`, etc.
- Automatically generated bash autocomplete for your application
- Automatically generated man pages for your application
- Command aliases so you can change things without breaking them
- The flexibility to define your own help, usage, etc.
- Optional tight integration with [viper](#) for 12-factor apps



# 🐍 Cobra Setup

```
# Aufbau Cobra CLIs  
progo-cli {command} {subcommand} {args..} {flags..}
```

```
# Cobra CLI installieren  
go install github.com/spf13/cobra-cli@latest
```



# Cobra Setup

```
# Cobra Projekt aufsetzen  
cobra-cli init
```

```
# Projektstruktur  
├── cmd  
│   ├── root.go  
│   ├── cmd1.go  
│   ├── print.go  
│   └── {...}.go  
└── main.go
```



# Cobra Print Cmd ohne Fehlerhandling



```
1 var printCmd = &cobra.Command{
2   Use:   "print",
3   Short: "Prints some proverbs",
4   Long:  `Nifty tool that prints the Proverbs in your terminal.`,
5   Args:  cobra.MatchAll(cobra.MaximumNArgs(2), cobra.OnlyValidArgs),
6   Run: func(cmd *cobra.Command, args []string) {
7     // 1. count Flag abfragen
8     count, _ := cmd.Flags().GetInt("count")
9
10    // 2. Ausgabe in Schleife
11    for range count {
12      p := proverbs.Random()
13      fmt.Println(p.Saying)
14    }
15  },
16}
17
18 func init() {
19   rootCmd.AddCommand(printCmd)
20
21   // Flags
22   printCmd.Flags().IntP("count", "c", 1, "Count of proverbs to print.")
23 }
```



# Cobra Print Cmd mit Fehlerhandling



```
1 var printCmd = &cobra.Command{  
2     Use:    "print",  
3     Short:  "Prints some proverbs",  
4     Long:   `Nifty tool that prints the Proverbs in your terminal.`,
5     Args:   cobra.MatchAll(cobra.MaximumNArgs(2), cobra.OnlyValidArgs),  
6     RunE: func(cmd *cobra.Command, args []string) error {  
7         // 1. count Flag abfragen  
8         count, err := cmd.Flags().GetInt("count")  
9         if err != nil {  
10             // 1a. Return mit Fehler  
11             return err  
12         }  
13  
14         // 2. Ausgabe in Schleife  
15         for range count {  
16             p := proverbs.Random()  
17             fmt.Println(p.Saying)  
18         }  
19  
20         // 3. Return ohne Fehler  
21         return nil  
22     },  
23 }
```

# CLI Release bauen





# Release Go projects as fast and easily as possible!

GoReleaser is an open-source tool that simplifies the process of releasing your Go projects to multiple platforms, ensuring a consistent and reliable deployment experience.

[Get started](#)[Get Pro](#)

## Goreleaser + Github Action Demo

### Automate your releases

It takes the hassle out of releasing your Go projects, allowing you to focus on building great software.

```
● loading environment variables
  - reading token from $GITHUB_TOKEN
  - getting and validating git site
  - git state
  - parsing tag
  - setting artifacts
  - checking distribution directory
  - cleaning dist
  - setting up metadata
  - writing release metadata
  - build non vendored code
```

```
commit=be419d1e6d66cd25ad6b76998b7c2ddfd3a19ee4 branch=master current_tag=v1.1.43 previous_tag=v1.1.42 dirty=false
```

### Cross-platform

Build and release your Go projects for and from multiple platforms, including Windows, macOS, and Linux.



# CLI Tools

# Standardlib Flags

# Cobra CLI Lib wenn's komplexer wird

# einfache Releases mit Goreleaser

# Github, Kubernetes sind Go CLIs



# Web App Cats



# Cat API mit JSON

```
1 # Query cat API
2 curl -s http://localhost:8080/api/cats | jq
3 [
4   {
5     "name": "Ginger"
6   }
7 ]
```

# Cat Web mit HTML



Cats App Home



## Abyssinian

The Abyssinian is easy to care for, and a joy to have in your home. They're affectionate cats and love both people and other animals.



## Aegean

Native to the Greek islands known as the Cyclades in the Aegean Sea, these are natural cats, meaning they developed without humans getting involved in their breeding. As a breed, Aegean Cats are rare, although they are numerous on their home islands. They are generally friendly toward people and can be excellent cats for families with children.



# Set up Cats App

```
# 1. Verzeichnis erstellen  
mkdir cats  
cd cats
```

```
# 2. Go Modul aufsetzen  
go mod init crossnative.com/cats
```

```
# 3. Go Datei erstellen  
touch main.go
```



# Cat API simple

```
1 func catAPIHandler(w http.ResponseWriter, r *http.Request) {  
2     fmt.Fprintf(w, "Meow!")  
3     w.WriteHeader(http.StatusOK)  
4 }  
5  
6 func main() {  
7     http.HandleFunc("GET /api/cats", catAPIHandler)  
8     http.ListenAndServe(":8080", nil)  
9 }
```



# Cat API mit JSON

```
1 // 1. Struct mit JSON Tag definieren
2 type Cat struct {
3     Name string `json:"name"`
4 }
5
6 func catAPIHandler(w http.ResponseWriter, r *http.Request) {
7     // 2. Slice erstellen
8     cats := make([]Cat, 1)
9
10    // 3. Struct erstellen und einfügen
11    cats[0] = Cat{Name: "Ginger"}
12
13    // 4. JSON rendern
14    json.NewEncoder(w).Encode(cats)
15 }
16
17 func main() {
18     http.HandleFunc("GET /api/cats", catAPIHandler)
19     http.ListenAndServe(":8080", nil)
20 }
```



# Test Cat API cat\_api\_test.go

```
1 func TestCatAPIHandler(t *testing.T) {  
2     // 1. Test Request erstellen  
3     req, _ := http.NewRequest("GET", "/api/cats", nil)  
4  
5     // 2. HTTP Recorder erstellen (ist http.ResponseWriter)  
6     rec := httptest.NewRecorder()  
7  
8     // 3. Handler aufrufen  
9     catAPIHandler(rec, req)  
10  
11    // 4. Response prüfen  
12    if rec.Code != http.StatusOK {  
13        t.Errorf("got status %v expected %v", rec.Code, http.StatusOK)  
14    }  
15 }
```



# Test ausführen

```
1 go test -v ./...
2 === RUN   TestCatAPIHandler
3 --- PASS: TestCatAPIHandler (0.00s)
4 PASS
5 coverage: 50.0% of statements
6 ok      crossnative.com/cats      0.127s  coverage: 50.0% of statements
```



# Web App Cats



# Web App Cats

```
1 func indexHandler(w http.ResponseWriter, r *http.Request) {
2     tpl := template.Must(template.ParseFiles("index.html"))
3     tpl.Execute(w, nil)
4 }
5
6 func main() {
7     // 1. Router erzeugen
8     router := http.NewServeMux()
9
10    // 2. Handler registrieren
11    router.HandleFunc("/", indexHandler)
12
13    // 3. Server mit Router starten
14    http.ListenAndServe(":8080", router)
15 }
```



# File Server aus Binary

```
1 //go:embed assets
2 var assets embed.FS
3
4 func main() {
5     router := http.NewServeMux()
6     router.HandleFunc("/", indexHandler)
7
8     // Serve Files
9     router.Handle("/assets/", http.FileServer(http.FS(assets)))
10
11    http.ListenAndServe(":8080", router)
12 }
```



# Index Handler Template mit Daten

```
type Cat struct {
    Name string
}

func indexHandler(w ResponseWriter, r *Request) {
    // 1. Slice erstellen
    cat := make([]Cat, 1)

    // 2. Struct erstellen und einfügen
    cat[0] = Cat{Name: "Ginger"}

    // 3. Template rendern
    tpl := template.Must(template.ParseFiles("index.html"))
    tpl.Execute(w, cat)
}
```

```
<body>
    <h1>Cats App</h1>
    {{ range . }}
        <h2>{{ .Name }}</h2>
    {{ end }}
</body>
```

# The Cat API

## Cats as a service.

cause everyday is a Caturday.

All about cat.

- Images. Breeds. Facts.

GET YOUR API KEY

READ OUR GUIDES



Voting   Breeds   Favs



```
const headers = new Headers({  
  "Content-Type": "application/json",
```



# Index Handler mit Cats API

Query Cats API

```
GET https://api.thecatapi.com/v1/breeds?limit=5
```

```
[  
  {  
    "id": "abys",  
    "name": "Abyssinian",  
    "image": {  
      "url": "https://cdn2.thecatapi.com/0XYvRd7oD.jpg"  
    }  
  },  
  {  
    "id": "aege",  
    "name": "Aegean",  
    "image": {  
      "url": "https://cdn2.thecatapi.com/ozEvzdVM-.jpg"  
    }  
  },  
  ...  
]
```

Map JSON auf Struct

```
type Cat struct {  
  ID    string `json:"id"  
  Name  string `json:"name"  
  Image struct {  
    URL string `json:"url"  
  } `json:"image"  
}
```



# Index Handler mit Cats API

```
1 func indexHandler(w http.ResponseWriter, r *http.Request) {  
2     // 1. Cat API Aufruf (Fehler ignorieren)  
3     resp, _ := http.Get("https://api.thecatapi.com/v1/breeds?limit=5")  
4  
5     // 2. Slice für Cat Structs  
6     cat := make([]Cat, 5)  
7  
8     // 3. Response Body parsen  
9     defer resp.Body.Close()  
10    body, _ := ioutil.ReadAll(resp.Body)  
11    json.Unmarshal(body, &cat)  
12  
13    // 4. Template rendern  
14    tpl.Execute(w, cat)  
15 }
```



# Index Handler mit Fehlerhandling

```
1 func indexHandler(w http.ResponseWriter, r *http.Request) {
2     // 1. Cat API Aufruf
3     resp, err := http.Get("https://api.thecatapi.com/v1/breeds?limit=5")
4     // Fehler behandeln
5     if err != nil {
6         http.Error(w, "Cats API error", http.StatusInternalServerError)
7         return
8     }
9
10    // 2. Slice für Cat Structs
11    cat := make([]Cat, 5)
12
13    // 3. Response Body parsen
14    defer resp.Body.Close()
15    body, _ := ioutil.ReadAll(resp.Body)
16    err := json.Unmarshal(body, &cat)
17    // TODO: Fehler behandeln
18
19    // 4. Template rendern
20    err := tpl.Execute(w, cat)
21    // TODO: Fehler behandeln
22 }
```



# Web App Cats

# Standardlib JSON und Router

# HTTP Tests

# Querschnittsfeatures durch Middleware



# Container Workloads



# Container Workloads

# Kubernetes Services

# Serverless Containers

GCP Cloud Run, AWS ECS, Azure Container Apps



# Dockerfile für Cat API

```
1 # 1. App Builder
2 FROM golang AS builder
3 WORKDIR /app
4 ADD . /app
5 RUN CGO_ENABLED=0 go build -o build/cats .
6
7 # 2. Distroless Image
8 FROM gcr.io/distroless/static
9 CMD ["./build/cats"]
10 EXPOSE 8080
11 ENTRYPOINT ["/usr/bin/cats"]
```

 Google Distroless Image 8,5 MB



# Go Cat Container

## Zahlen, Daten, Fakten

- # schlankes Container Image **8,5 MB**
- # Container Cold Start in **50-60 ms**
- # Hauptspeicher **25 MB**
- # Antwortzeit **15 ms**



## CLI Tools

# Projekt Setup  
# Flags  
# Cobra  
# Goreleaser



## Web App

# Web Server  
# JSON API  
# HTML Template  
# Unit Test  
# Fehlerhandling



## Container Workloads

# Docker Container  
# Ressourcen  
Verbrauch



# 3 Gründe für Go

1. Einfach
2. Mächtig
3. Langweilig



# Go liebt



Microservices



Serverless Functions



Kommandozeilen-Tools



DevOps und Cloud





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# Go in der Praxis

