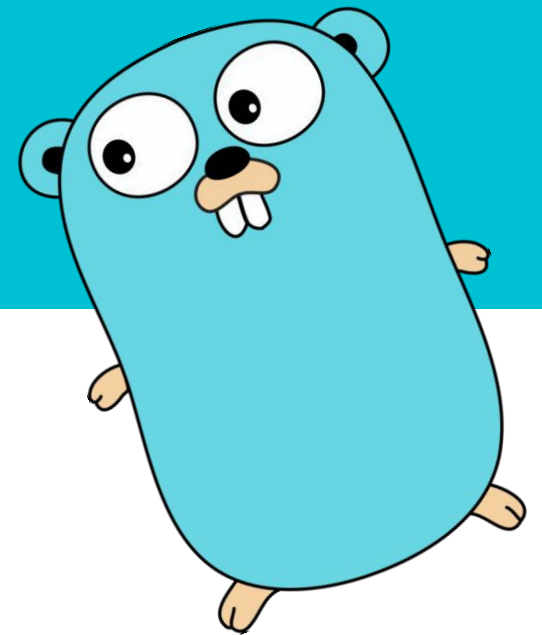# Golang
with LiteIDE

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Version 1.0 - 2019 October

Go installation example
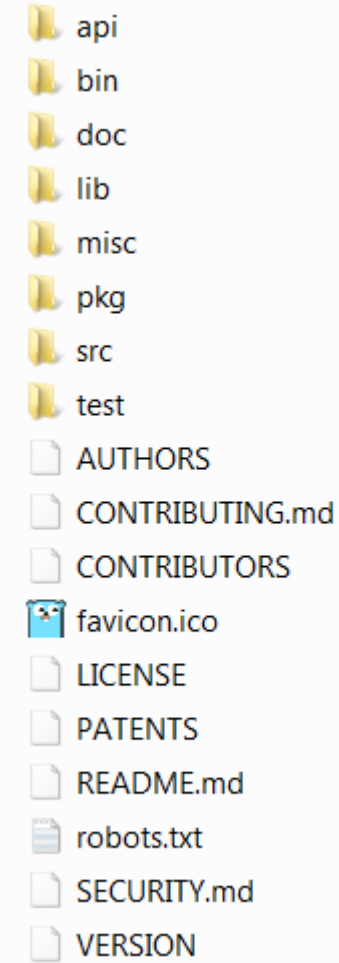
Full GO folder example : "X:\Go\go-1-13-1" ⟶

This folder will be the "**GOROOT**"

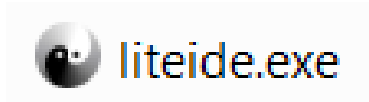In following examples "**GOPATH**"
will be "X:\GoPathForEx"

- api
- bin
- doc
- lib
- misc
- pkg
- src
- test
- AUTHORS
- CONTRIBUTING.md
- CONTRIBUTORS
- favicon.ico
- LICENSE
- PATENTS
- README.md
- robots.txt
- SECURITY.md
- VERSION

Lite IDE

Install "**Lite IDE**" from   http://liteide.org/en/
→ https://sourceforge.net/projects/liteide/files/

Download & unzip

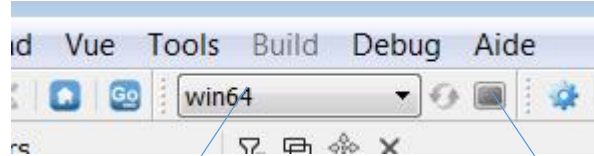Run "liteide"   liteide.exe

"Open folder" … Choose the "**GOPATH folder**"

Create subfolder "src/myproject"

Lite IDE
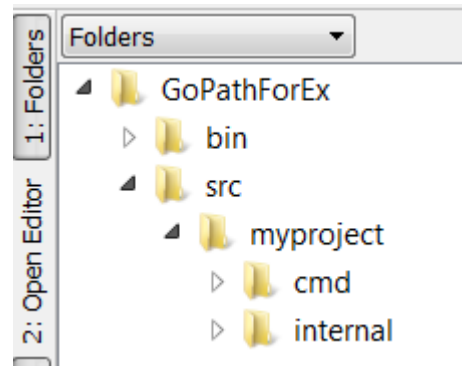
Select environment
and edit environment file
Set "**GOROOT**" and
"**GOPATH**"

Select
environment

Edit current
environment file

```
# native compiler windows amd64

GOROOT=D:\Go\go-1-13-1
GOPATH=D:\GoPathForEx

#GOBIN=
GOARCH=amd64
GOOS=windows
CGO_ENABLED=1
```

Create folder "**cmd/hello/main.go**" for "Hello world" test

"**B**" → "Build" + "**R**" → "Run"
or
"**BR**" → "Build and Run"

"**I**" → "Install" → "**bin**/xxx.exe"