## **Program Construction**

## Objectives

- Define Go program structure
- List the Go identifier rules
- Describe the function of packages and go get

#### Program Structure

- A Go program is stored in one or more files with the ".go" extension
- Files begin with a package declaration
  - This identifies the package the file is a part of
  - The folder name containing the files must match the package name
- The package declaration is followed by required import declarations
- Imports are followed by a sequence of package-level declarations of types, variables, constants, and functions, in any order

```
package main

import (
    "fmt"
    "sailing"

func main() {
    var i float32 = 77.5
    var j float32 = 23.3
    var e float32 = 21.7
    var p float32 = 74.3
    fmt.Println("Main area", sailing.CalcM(e, p))
    fmt.Println("Foretriangle", sailing.CalcFT(j, i))
    fmt.Println("Sail Area", sailing.CalcSailArea(e, p, j, i))
}
```

```
Randy@romolack MINGW64 /d/dev/go/example
$ ls -l src/example.go
-rw-r--r-- 1 Randy 197609 322 Apr 8 21:53 src/example.go

Randy@romolack MINGW64 /d/dev/go/example
$ ls -l src/sailing
total 2
-rw-r--r-- 1 Randy 197609 95 Apr 8 18:55 power.go
-rw-r--r-- 1 Randy 197609 400 Apr 8 21:53 sail.go
```

## Packages

- Packages in Go act like libraries or modules in other languages
- The source code for a package resides in one or more .go files in a directory whose name ends with the import path
  - prometheus/discovery/discovery.go
  - stored in \$GOPATH/src/github.com/prometheur/pro metheus/discovery
- The GOPATH environment variable is used to specify the Go Workspace
  - The Go workspace is the directory under which projects and packages are located
  - Even though the GOPATH may be a list of directories, it is generally set to a single folder for all Go code on your machine
  - Subdirectories are searched as needed
- Each package serves as a separate namespace
  - To refer to a function from outside its package, qualify the identifier with the package name
  - discovery.ProvidersFromConfig()
- The comment at the top of a package file serves as the package documentation
  - Only one file in each package should have a package doc comment
  - Extensive doc comments are typically placed in a file of their own called doc.go by convention



## Package Names

- When a package is imported the package name becomes an accessor for the contents
  - import "test"
- The package name should be:
  - Short
  - Concise
  - Evocative
- By convention packages are given lower case single-word names
  - No need for underscores or mixedCaps
  - Err on the side of brevity, everyone using your package will be typing that name
- Don't worry about collisions
  - The package name is only the default name for imports
  - The package name need not be unique across all source code
  - In case of a collision the importing package can choose a different name to use locally
- Another convention is that the package name is the base name of its source directory
  - The package in src/encoding/base64 is imported as "encoding/base64" but has name "base64"
- Don't use the 'import .' Notation
  - This can simplify tests that must run outside the package they are testing, but should otherwise be avoided
- Consider the package name when naming package elements
  - The buffered reader type in the bufio package is called Reader, not BufReader
  - Users see it as bufio.Reader
  - bufio.Reader does not conflict with io.Reader
  - Use the package structure to help you choose good names
  - once.Do; once.Do(setup) reads well and would not be improved by writing once.DoOrWaitUntilDone(setup)
    - Long names don't automatically make things more readable
    - A helpful doc comment can often be more valuable than an extra long name

## Package import and initialization

- It is an error to refer to an external element without importing its package
- It is an error to import a package and not refer to it
- The goimports tool will automatically configure an application's import statements
  - Install via package manager or with go get
  - go get golang.org/x/tools/cmd/goimports
- Packages initialization
  - Package variables are initialized in the order declared
    - dependencies are resolved first however
  - Files in a Package are processed in lexical order
- Any file may contain any number of init functions
  - func init() { /\* ... \*/ }
  - init functions can't be called or referenced
  - init functions are automatically executed when the program starts
    - in the order in which they are declared

```
user@ubuntu:~/go/src/lab03$ cat lab03.go
package main

func main() {
    fmt.Println("Hi")
}

user@ubuntu:~/go/src/lab03$ goimports lab03.go > lab03b.go
user@ubuntu:~/go/src/lab03$ cat lab03b.go
package main
import "fmt"

func main() {
    fmt.Println("Hi")
}
```

#### Scope

- Syntactic block
  - A sequence of statements enclosed in braces
  - Identifiers declared within a syntactic block are not visible outside that block
- Lexical blocks
  - The entire source code
    - the universe block
  - Each package
  - Each file
  - Each for
  - Each if

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- Each switch
  - Also for each case in a switch or select statement
- Each explicit syntactic block
- A declaration's lexical block determines its scope
  - Builtins live in the Universe Block
  - Declarations outside any function (at package level) can be referred to from any file in the same package
  - Imported packages are declared at the file level, so they can be referred to from the same file
  - Local declarations can be referred to only from within the same block

Inner declarations shadow (hide) outer declarations

```
example.go X
                                           ကြီ III ··· sail.go
       package main
                                                                package sailing
                                                                                                                                                       package sailing
                                                                //CalcM returns the main sail area
                                                                func CalcM(e float32, p float32) float32 {
       import "sailing"
                                                                    return e * p / 2
                                                                                                                                                       var y int = 8
       func main() {
           fmt.Println(sailing.CalcFT(12.7, 18.9))
                                                                                                                                                       func test() float32 {
                                                                //CalcFT returns the fore triangle (jib sail area)
                                                                                                                                                           return x
                                                                func CalcFT(j float32, i float32) float32 {
                                                                    return j * i / x
                                                                //CalcSailArea returns the total sail area
                                                                func CalcSailArea(e float32, p float32, j float32, i float32) float32 {
                                                                    return CalcM(e, p) + CalcFT(j, i)
                     DEBUG CONSOLE
 API server listening at: 127.0.0.1:34218
```

#### go get

- The default \$GOPATH on \*nix is \$HOME/go
  - Many store programs there
- The "go get" subcommand allows you to install packages from the internet on your GOPATH
  - \$ go get github.com/google/codesearch/i ndex
  - \$ go get github.com/petar/GoLLRB/IIrb
  - The specified projects are downloaded and installed into \$HOME/go
    - src/github.com/google/codesearch/ index/
    - src/github.com/petar/GoLLRB/IIrb/
    - The compiled packages and their dependencies are placed in pkg/

```
user@ubuntu:~/go/lab01$ ll ../src
total 8
drwxrwxr-x 2 user user 4096 Apr 9 00:23 ./
drwxrwxr-x 4 user user 4096 Apr 9 00:17 ../
user@ubuntu:~/go/lab01$ go get github.com/golang/example/hello
user@ubuntu:~/go/lab01$ ll ../src
total 12
drwxrwxr-x 3 user user 4096 Apr 9 00:23 ./
drwxrwxr-x 6 user user 4096 Apr 9 00:23 .../
drwxrwxr-x 3 user user 4096 Apr 9 00:23 github.com/
user@ubuntu:~/go/lab01$ ll ../src/github.com/
total 12
drwxrwxr-x 3 user user 4096 Apr
drwxrwxr-x 3 user user 4096 Apr 9 00:23 ../
drwxrwxr-x 3 user user 4096 Apr 9 00:23 golang/
user@ubuntu:~/go/lab01$ ll ../src/github.com/golang/
total 12
drwxrwxr-x 3 user user 4096 Apr 9 00:23 ./
drwxrwxr-x 3 user user 4096 Apr 9 00:23 .../
drwxrwxr-x 9 user user 4096 Apr 9 00:23 example/
user@ubuntu:~/go/lab01$ ll ../src/github.com/golang/example/
total 52
drwxrwxr-x 9 user user 4096 Apr 9 00:23 ./
drwxrwxr-x 3 user user 4096 Apr
                                  9 00:23 ../
drwxrwxr-x 3 user user 4096 Apr 9 00:23 appengine-hello/
drwxrwxr-x 8 user user 4096 Apr 9 00:23 .git/
drwxrwxr-x 12 user user 4096 Apr 9 00:23 gotypes/
drwxrwxr-x 2 user user 4096 Apr 9 00:23 hello/
-rw-rw-r-- 1 user user 11358 Apr 9 00:23 LICENSE
                       4096 Apr 9 00:23 outyet/
drwxrwxr-x 2 user user
                       2634 Apr
                                 9 00:23 README.md
           1 user user
          2 user user
                        4096 Apr 9 00:23 stringutil/
drwxrwxr-x
                        4096 Apr 9 00:23 template/
drwxrwxr-x 2 user user
user@ubuntu:~/go/lab01$ ll ../src/github.com/golang/example/hello/
total 12
drwxrwxr-x 2 user user 4096 Apr 9 00:23 ./
drwxrwxr-x 9 user user 4096 Apr 9 00:23 .../
                      706 Apr 9 00:23 hello.go
-rw-rw-r-- 1 user user
user@ubuntu:~/go/lab01$
```

#### go get tools

- The go get fetching of source code is done by using one of the following tools expected to be found on your system:
  - svn Subversion, download at: http://subversion.apache.org/packages.html
  - hg Mercurial, download at https://www.mercurialscm.org/downloads
  - git Git, download at http://git-scm.com/downloads
  - bzr Bazaar, download at http://wiki.bazaar.canonical.com/Download
- For example, git is used for Github, hg is used for Bitbucket, etc.
- For setting proxies for these tools, look here:
  - https://github.com/golang/go/wiki/GoGetProxyConfig









#### Identifiers

- Go identifiers are used to reference variables, types and other user defined things
- Identifiers are case sensitive
- Identifiers must begin with a Unicode letter or an underbar
  - Unicode divides characters into several major categories: Letter, Mark, Number, Punctuation, Symbol, Separator and Other
- After the first character Names can container any number of letters, underbars and/or digits (there is no limit on name length)
- Idiomatic Go uses camel case
  - Acronyms are always same case (e.g. HTML or html, not Html)
- Keywords cannot be used as identifiers, the 25 go keywords are:

٠	break	default	func	interface	select
•	case	defer	go	map	struct
٠	chan	else	goto	package	switch
٠	const	fallthrough	if	range	type
٠	continue	for	import	return	var

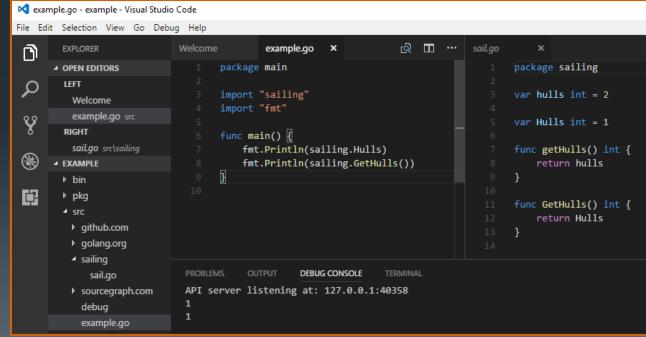
- Predeclared names can be used as identifiers in some cases yet should be avoided
  - Constants:
    - true false iota nil
  - Types:
    - int int8 int16 int32 int64 uint uint8 uint16 uint32 uint64 uintptr float32 float64 complex128 complex64 bool byte rune string error
  - Functions:
    - make len cap new append copy close delete complex real imag panic recover

### **Identifier Visibility**

- If an entity is:
  - Declared within a function it is local to that function
  - Declared outside of a function it is visible in all files of the package
    - If the name also begins with an upper-case letter it is visible externally
      - Such identifiers are said to be exported
      - e.g. Println in the fmt package
- Package names are always lower case
- Using sub-packages for name-spacing is generally not recommended

Idiomatic Go

uses short identifiers
for small scopes
longer and more
meaningful identifiers
for larger scopes



## Summary

- Go program structure
- Packages
- go get
- Go identifier rules
- Go variables
- Go variable scope and lifetime

# Lab: Program Construction and Syntax

Create more complex programs with various identifiers