# Install golang on Ubuntu 18.04 desktop

The Go project's official download page is at <a href="https://golang.org/dl/">https://golang.org/dl/</a>

There are some other options for Debian based systems like Ubuntu. These packages were not created by the Go project, but make installation process easy.

```
$ sudo add-apt-repository ppa:gophers/archive
$ sudo apt-get update
$ sudo apt-get install -y golang-go
```

```
File Edit View Search Terminal Help

butId-essenttal dpkg-dev fakeroot g++ g++-7 gcc gcc-7 golang-1.10

golang-1.10-doc golang-1.10-go golang-1.10-go golang-1.10-frace-detector-runtine
golang-1.10-doc golang-1.10-go golang-1.10-frace-detector-runtine
golang-1.10-frace-detector-runtine
golang-1.10-frace-detector-runtine
golang-1.10-frace-detector-runtine
golang-1.10-frace-detector-runtine
golang-1.10-frace-detector-runtine
golang-1.10-frace-detector-runtine
golang-1.10-frace-detector-runtine
golang-1.10-frace-golang-1.10-frace-detector-runtine
golang-1.10-frace-golang-1.10-frace-golang-1.10-frace-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-golang-1.10-gol
```

\$ go version
\$ go env

```
sdk@sdk-VM:-$ go version
go version go1.10.4 linux/amd64
sdk@sdk-VM:-$ go env
GOARCH="amd64"
GOBIN="
GOBIN="
GOBIN="
GOBIN="
GOHOSTARCH="amd64"
GOHOSTARCH="amd64"
GOHOSTOS="linux"
GOHOSTARCH="amd64"
GOHOSTOS="linux"
GOMOST="linux"
GOMOST="linux"
GOMOST="/usr/lib/go-1.10"
GOTHDPIR="
GOTOOLDIR="/usr/lib/go-1.10"
GOTHDIR="
GOTOOLDIR="/usr/lib/go-1.10/pkg/tool/linux_amd64"
GCCGO="gocgo"
CC="goc"
CX="goc"
CX="goc"
CX="go+"
CCO_ENABLED="1"
CGO_ENLAGS="-g -02"
CGO_EPRLAGS="-g -02"
CGO_EPRLAGS="-g -02"
CGO_EPRLAGS="-g -02"
CGO_EPRLAGS="-g -02"
CGO_ENLAGS="-g -02"
CGO_
```

# **Install Visual Studio Code on Ubuntu 18.04 desktop**

The Visual Studio Code official download page is at <a href="https://code.visualstudio.com/Download">https://code.visualstudio.com/Download</a>

Open your browser and go to the Visual Studio Code download page. Click on the .deb link for Linux 64 Bit.



If prompted, click on Save File.

After the file downloads, open your terminal and go to the Downloads folder.

\$ cd ~/Downloads

Next, run this command to install Visual Studio Code

\$ sudo dpkg i code\_x.xx.x-xxxxxxxxxxamd64.deb

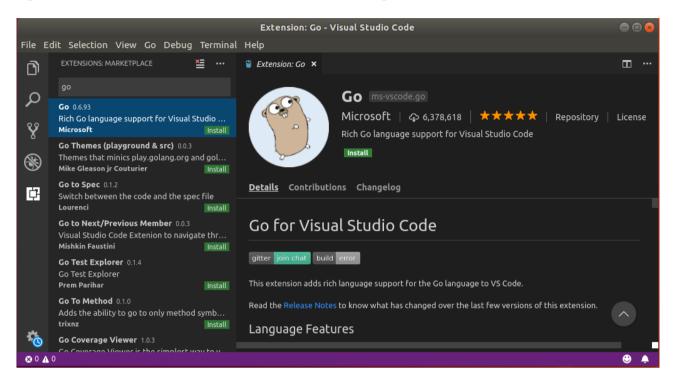
```
sdk@sdk-VM:~$ cd ~/Downloads/
sdk@sdk-VM:~/Downloads$ sudo dpkg -i code_1.28.2-1539735992_amd64.deb
[sudo] password for sdk:
(Reading database ... 177125 files and directories currently installed.)
Preparing to unpack code_1.28.2-1539735992_amd64.deb ...
Unpacking code (1.28.2-1539735992) over (1.28.2-1539735992) ...
Setting up code (1.28.2-1539735992) ...
Processing triggers for gnome-menus (3.13.3-11ubuntu1.1) ...
Processing triggers for desktop-file-utils (0.23-1ubuntu3.18.04.1) ...
Sdk@sdk-VM:~/Downloads$
```

Visual Studio Code in now installed.

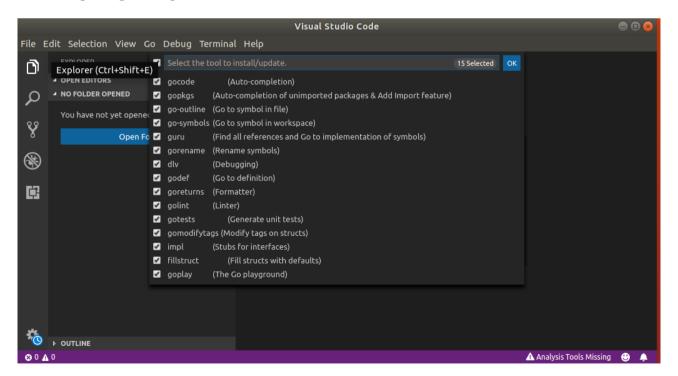
Click on the applications icon and type visual studio code in the Search Box to find it.

### Install Go extension and Go tools on VS Code

Open Visual Studio Code select extension tab search for go and install Go extension



Press Ctrl+Shift+P to open command bar and type  $Go: Install/Update\ Tools$  . Select all packages and perss OK to install



# Clone sdk-river project repository

Make sure you have git, you can install it by this command if its not already installed.

```
$ sudo apt install git
```

Now clone project repository from <a href="http://git.ronaksoftware.com/ronak/sdk-river">http://git.ronaksoftware.com/ronak/sdk-river</a>

```
$ mkdir -p ~/go/src/git.ronaksoftware.com/ronak/
$ cd ~/go/src/git.ronaksoftware.com/ronak/
$ git clone http://git.ronaksoftware.com/ronak/sdk-river
$ cd sdk-river/
$ git branch -a
$ git checkout user/q6int
$ git pull --all
```

```
sdk@sdk-VM:-$ mkdir -p -/go/src/git.ronaksoftware.com/ronak/
sdk@sdk-VM:-$ cd -/go/src/git.ronaksoftware.com/ronak/
sdk@sdk-VM:-/go/src/git.ronaksoftware.com/ronak$ git clone http://git.ronaksoftware.com/ronak/sdk-river
Cloning into 'sdk-river'...
warning: redirecting to http://git.ronaksoftware.com/ronak/sdk-river.git/
remote: Enumerating objects: 181, done.
remote: Counting objects: 180% (181/181), done.
remote: Compressing objects: 180% (93/93), done.
remote: Total 3080 (delta 105), reused 158 (delta 86)
Receiving objects: 100% (3080/3080), 12.36 MtB | 382.00 KtB/s, done.
Resolving deltas: 100% (1569/1569), done.
sdk@sdk-VM:-/go/src/git.ronaksoftware.com/ronak$ cd sdk-river/
sdk@sdk-VM:-/go/src/git.ronaksoftware.com/ronak/sdk-river$ git branch -a
* master
remotes/origin/HEAD -> origin/master
remotes/origin/master
remotes/origin/master
remotes/origin/master
remotes/origin/master
remotes/origin/master
remotes/origin/master
remotes/origin/moster/g6int
sdk@sdk-VM:-/go/src/git.ronaksoftware.com/ronak/sdk-river$ git checkout user/q6int
Branch 'user/q6int' set up to track remote branch 'user/q6int' from 'origin'.
Switched to a new branch 'user/q6int'
sdk@sdk-VM:-/go/src/git.ronaksoftware.com/ronak/sdk-river$ git pull --all
Fetching origin
warning: redirecting to http://git.ronaksoftware.com/ronak/sdk-river.git/
Already up to date.
sdk@sdk-VM:-/go/src/git.ronaksoftware.com/ronak/sdk-river.s
```

# Install/Update govendor and dependencies

Install govendor and update dependencies by this commands

```
$ cd ~/go/git.ronaksoftware.com/ronak/sdk-river
$ rm -R vendor
$ env GIT_TERMINAL_PROMPT=1 go get -v --insecure
$ sudo apt-get install govendor
$ govendor init
$ govendor remove +u
$ govendor add +e
$ govendor update +v
```

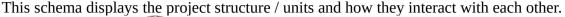
```
sdk@sdk-VM:~$ cd ~/go/src/git.ronaksoftware.com/ronak/sdk-river/
sdk@sdk-VM:-/go/src/git.ronaksoftware.com/ronak/sdk-river$ rm -R vendor/
sdk@sdk-VM:~/go/src/git.ronaksoftware.com/ronak/sdk-river$ env GIT_TERMINAL_PROMPT=1 go get -v --insecure
github.com/beeker1121/goque/vendor/github.com/syndtr/goleveldb/leveldb/util
github.com/beeker1121/goque/vendor/github.com/syndtr/goleveldb/leveldb/comparer
github.com/beeker1121/goque/vendor/github.com/syndtr/goleveldb/leveldb/storage
github.com/beeker1121/goque/vendor/github.com/syndtr/goleveldb/leveldb/cache
github.com/beeker1121/goque/vendor/github.com/syndtr/goleveldb/leveldb/filter
github.com/beeker1121/goque/vendor/github.com/syndtr/goleveldb/leveldb/filter
github.com/beeker1121/goque/vendor/github.com/golang/snappy
github.com/beeker1121/goque/vendor/github.com/golang/snappy
github.com/beeker1121/goque/vendor/github.com/syndtr/goleveldb/leveldb/errors
github.com/beeker1121/goque/vendor/github.com/syndtr/goleveldb/leveldb/iterator
github.com/beeker1121/goque/vendor/github.com/syndtr/goleveldb/leveldb/journal
github.com/dustin/go-humanize
github.com/beeker1121/goque/vendor/github.com/syndtr/goleveldb/leveldb/memdb
github.com/beeker1121/goque/vendor/github.com/syndtr/goleveldb/leveldb/table
github.com/gorilla/websocket
github.com/beeker1121/goque/vendor/github.com/syndtr/goleveldb/leveldb
github.com/jinzhu/inflection
github.com/jinzhu/gorm
github.com/beeker1121/goque
github.com/juju/ratelimit
github.com/mailru/easyjson/jlexer
github.com/mailru/easyjson/buffer
github.com/mailru/easyjson/jwriter
github.com/mailru/easyjson
github.com/mattn/go-sqlite3
github.com/monnand/dhkx
go.uber.org/atomic
go.uber.org/multiern
go.uber.org/zap/buffer
go.uber.org/zap/internal/bufferpool
go.uber.org/zap/internal/color
go.uber.org/zap/internal/exit
go.uber.org/zap/zapcore
go.uber.org/zap
git.ronaksoftware.com/ronak/sdk-river
 sdk@sdk-VM:~/go/src/git.ronaksoftware.com/ronak/sdk-river$ govendor init
 sdk@sdk-VM:~/go/src/git.ronaksoftware.com/ronak/sdk-river$ govendor remove +u
 sdk@sdk-VM:~/go/src/git.ronaksoftware.com/ronak/sdk-river$ govendor add +e
 sdk@sdk-VM:~/go/src/git.ronaksoftware.com/ronak/sdk-river$ govendor update +v
 dk@sdk-VM:~/go/src/git.ronaksoftware.com/ronak/sdk-river$
```

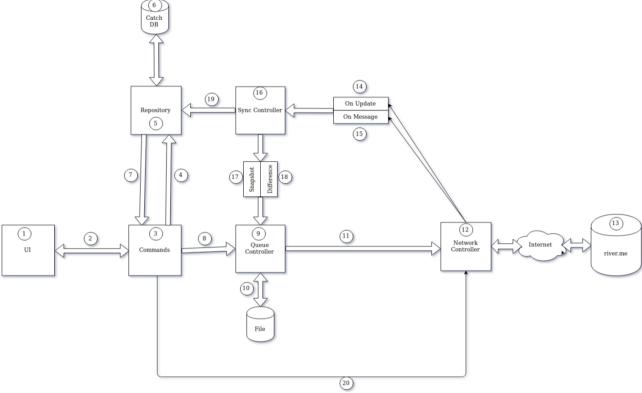
Project and it's all dependencies has been pulled and installed.

In order to open project with Visual Studio Code open terminal and enter this command

```
$ code ~/go/src/git.ronaksoftware.com/ronak/sdk-river
```

## **SDK-River Flow Diagram**





- (1) Android / IOS / Web Clients
- (2) UI passes its request to Command unit / Receive update notification
- (3) Command unit process UI request and also it notify UI from new updates, also it'll check if UI request already cached or not if not cached it'll pass request to Queue Unit to hand it over network
- (4) Check request is already cached or not
- (5) Repository layer to store and fetch data from cache
- (6) Cache DB currently using Sqlite database
- (7) cached response or received new updates that already been saved in DB
- (8) requests that does not exist in cache DB should be sent to server
- (9) Queue unit is persistent that saves requests to disk and pass them to Network unit
- (10) Persistent storage to save queued items currently using LevelDB
- (11) Queued request that handed over to Network unit
- (12) Network unit role is to receive and send request from/to server
- (13) River server
- (14) Updates from server that are sent in response of other sessions/users request related to you
- (15) Updates from server that are direct response of this session requests
- (16) Sync unit role is to sync/cache client with server
- (17) Snapshot sync occurs when client needs a state point in order to check its state from that point forward/backward to cache requests/updates
- (18) Difference sync occurs when there is a minor changes from snapshot point, less than 1000 updates
- (19) Pass received updates from server to Repository unit in order to be cached and notify UI to change itself
- (20) Real time requests that should not be queued and handed over to network directly

## **River CLI Test Console**

There is a CLI for test and interact with river server through SDK.

### Compile CLI:

```
$ cd ~/go/src/git.ronaksoftware.com/ronak/sdk-river/extra/console
$ go build -o main *.go
$ ./main
```

### Registeration

```
$ >>> Auth SendCode
$ Phone : XXXXXXXXXX
$ Phone, PhoneCodeHash: XXXXXXXXXX, 5oRljahb
$ $ >>> Auth Register
$ Phone: XXXXXXXXXXX
$ Phone Code: YYYY
$ Phone Code Hash: 5oRljahb
$ First Name: FName
$ Last Name: LName
$ FName LName (35013678194907)
```

### Login

```
$ >>> Auth SendCode
$ Phone : XXXXXXXXXX
$ Phone, PhoneCodeHash: XXXXXXXXXX, uKFfAAOJ
$ $ >>> Auth Login
$ Phone: XXXXXXXXXXX
$ Phone Code: YYYY
$ Phone Code Hash: uKFfAAOJ
$ FName LName (35013678194907)
```

In order to see / select other command / options press Tab in CLI.

#### **CLI Console Commands**

#### Auth:

SendCode returns a hash code and send a code via sms

Register register new account login with existing account

Logout logout

Recall send recall request to receive update via websocket

Init create new auth key

#### Contact:

Import add new contact

Get display existing contacts

## Messages:

Send send new message

GetDialogs display all existing chat dialogs GetDialog display certain chat dialogs

MessageGetHistory display messages by MinID and MaxID

MessageReadHistory send message seen request MessageSetTyping send is typing request

MessagesGet get certain message by its id

#### SDK:

ConnInfo display connection info

SetLogLevel change logs level to see more/less details

GetDiffrence sync request

#### User:

UsersGet get certain user by its id

## Debug:

SendTyping burst set typing requests

MessageSendByNetwork burst send message requests directly on wire

MessageSendByQueue burst send message requests to queue