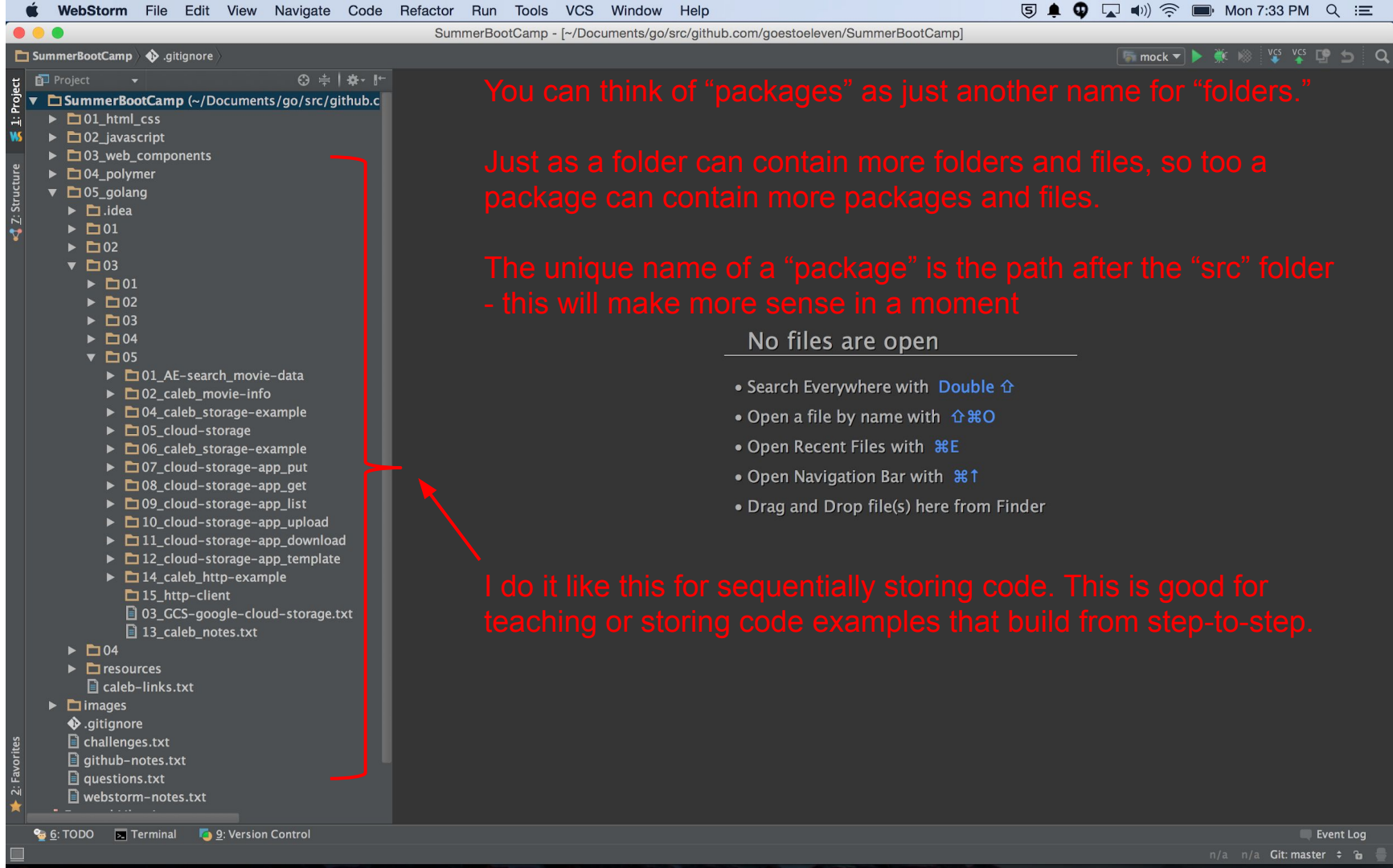


Packages && Docs

unique namespaces



Apple WebStorm File Edit View Navigate Code Refactor Run Tools VCS Window Help

firstFile.go - GolangTraining - [~/Documents/go/src/github.com/goestoeleven/GolangTraining]

Project: GolangTraining (~/.Documents/go/src/github.com/goestoeleven/GolangTraining)

- External Libraries
- Go SDK
 - src (library home)
 - archive
 - bufio
 - builtin
 - bytes
 - cmd
 - compress
 - container
 - crypto
 - database
 - debug
 - encoding
 - errors
 - expvar
 - flag
 - fmt
 - go
 - hash
 - html
 - image
 - index
 - internal
 - io
 - lib9
 - libbio
 - liblink
 - log
 - math
 - mime
 - net
 - http
 - cgi
 - cookiejar
 - fcgi
 - httptest
 - httputil

firstFile.go

```
1 package main
2
3 import "fmt"
4
5 func main() {
6     fmt.Println("Hello world!")
7 }
8
9 /*
10
11 clarification:
12
13 my workspace is called only "go"
14 so in my GOPATH you will see it pointing to:
15
16 GOPATH="/Users/tm002/Documents/go"
17
18 */
```

Look at the Go source code (software development kit, aka, SDK) to see how it is organized using packages.

6: TODO Terminal 9: Version Control

Event Log

16:35 LF UTF-8 Git: master

The screenshot shows the WebStorm IDE interface. On the left, the 'Project' view displays a directory tree for a Go project. A red rounded rectangle highlights the 'http' package directory and its contents, including sub-packages like 'cgi', 'cookiejar', 'fcgi', 'httpptest', 'httputil', 'internal', 'pprof', 'testdata', and various test files. On the right, the 'firstFile.go' editor shows the following Go code:

```
1 package main
2
3 import "fmt"
4
5 func main() {
6     fmt.Println("Hello world!")
7 }
8
9 /*
10
11 clarification:
12
13 my workspace is called only "go"
14 so in my GOPATH you will see it pointing to:
15
16 GOPATH="/Users/tm002/Documents/go"
17
18 */
```

Two red arrows originate from the explanatory text on the right. One arrow points to the 'http' package directory in the project structure, and the other points to the '/*' comment in the Go source code.

Here is more from the Go source code - see how it is organized using packages.

Remember, you can think of “packages” as just another name for “folders.”

Just as a folder can contain more folders and files, so too a package can contain more packages and files.

PACKAGES = FOLDERS

6: TODO Terminal Version Control Event Log 16:35 LF UTF-8 Git: master

Godoc.org documents the go language.

Notice how the URL corresponds with the package being documented.

Godoc.org documents the go language.

Notice how the URL corresponds with the package being documented.

GoDoc Home Index About Search

Go: `net/http` [Index](#) | [Examples](#) | [Files](#) | [Directories](#)

package http

`import "net/http"`

Package http provides HTTP client and server implementations.

Get, Head, Post, and PostForm make HTTP (or HTTPS) requests:

```
resp, err := http.Get("http://example.com/")
...
resp, err := http.Post("http://example.com/upload", "image/jpeg", &buf)
...
resp, err := http.PostForm("http://example.com/form",
    url.Values{"key": {"Value"}, "id": {"123"}})
```

The client must close the response body when finished with it:

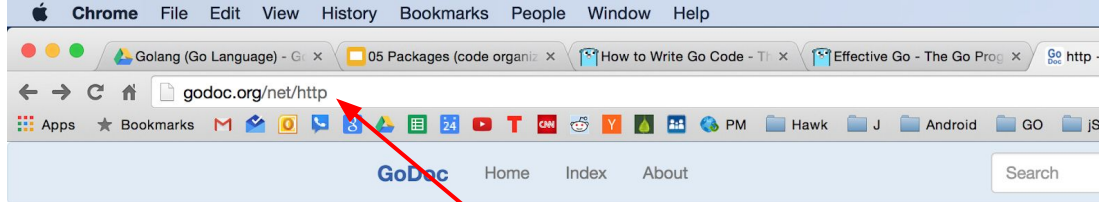
```
resp, err := http.Get("http://example.com/")
if err != nil {
    // handle error
}
defer resp.Body.Close()
body, err := ioutil.ReadAll(resp.Body)
// ...
```

For control over HTTP client headers, redirect policy, and other settings, create a Client:

```
client := &http.Client{
    CheckRedirect: redirectPolicyFunc,
}

resp, err := client.Get("http://example.com")
// ...

req, err := http.NewRequest("GET", "http://example.com", nil)
```



Godoc.org documents the go language.

Notice how the URL corresponds with the package being documented.

package http

import "net/http"

Package http provides HTTP client and server implementations.

Get, Head, Post, and PostForm make HTTP (or HTTPS) requests:

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resp, err := http.Get("http://example.com/")
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...
resp, err := http.PostForm("http://example.com/form",
    url.Values{"key": {"Value"}, "id": {"123"}})
```

The client must close the response body when finished with it:

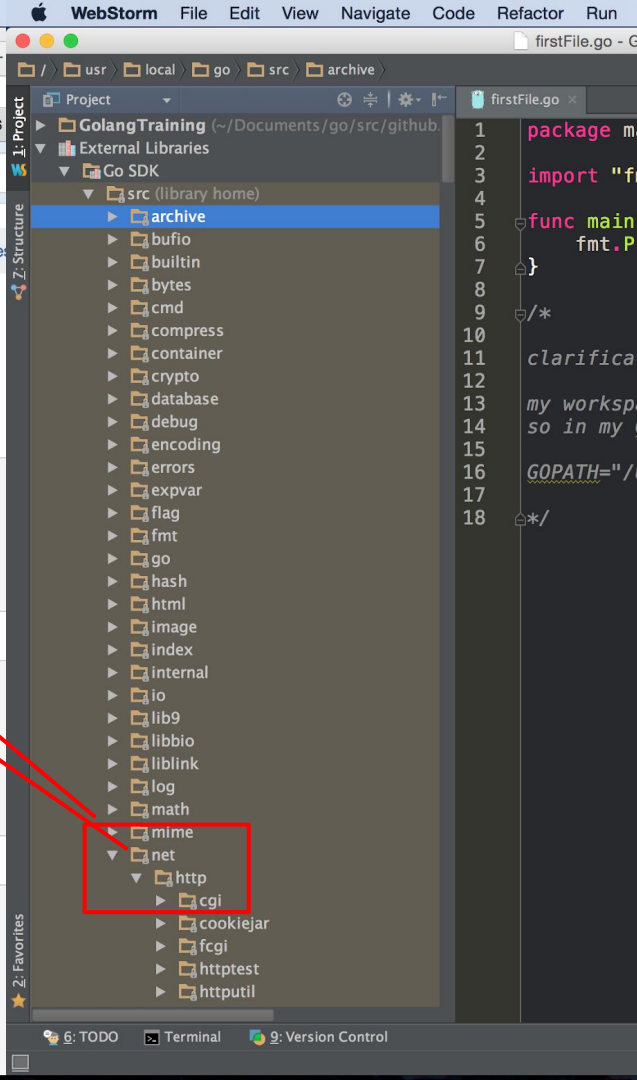
```
resp, err := http.Get("http://example.com/")
if err != nil {
    // handle error
}
defer resp.Body.Close()
body, err := ioutil.ReadAll(resp.Body)
// ...
```

For control over HTTP client headers, redirect policy, and other settings, create a Client:

```
client := &http.Client{
    CheckRedirect: redirectPolicyFunc,
}

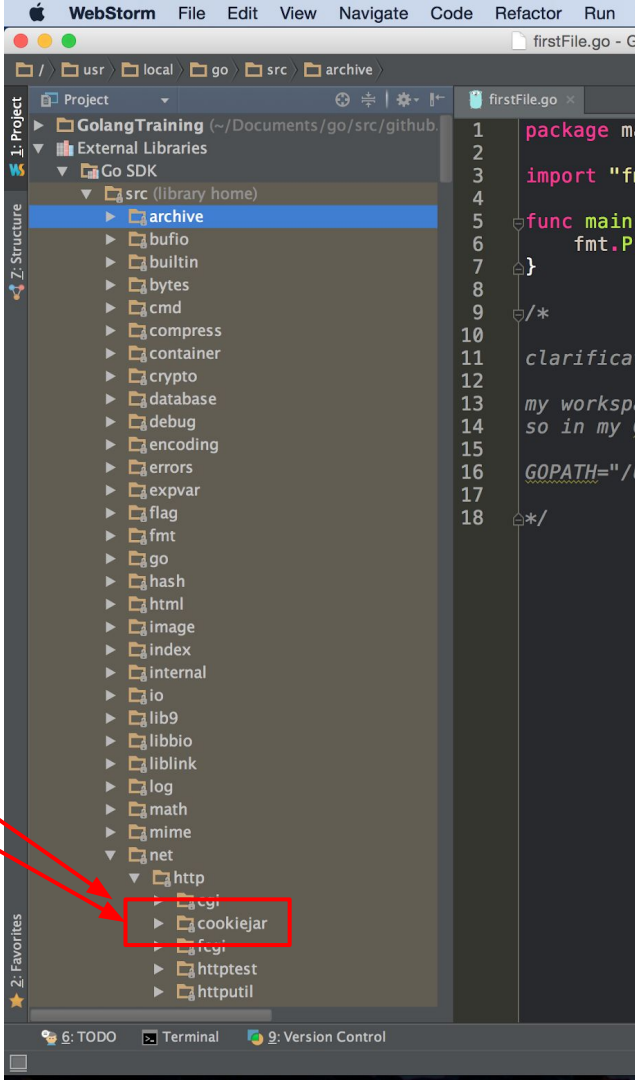
resp, err := client.Get("http://example.com")
// ...

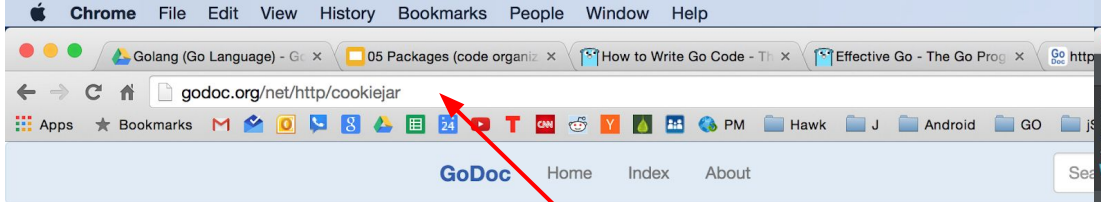
req, err := http.NewRequest("GET", "http://example.com", nil)
```



What is this package?

What would be the URL by which you would look it up at godoc.org?





package cookiejar

```
import "net/http/cookiejar"
```

Package cookiejar implements an in-memory [RFC 6265](#)-compliant `http.CookieJar`.

Index

type Jar

- func New(o *Options) (*Jar, error)
- func (j *Jar) Cookies(u *url.URL) (cookies []*http.Cookie)
- func (j *Jar) SetCookies(u *url.URL, cookies []*http.Cookie)

type Options

type PublicSuffixList

Package Files

jar.go punycode.go

type Jar

```
type Jar struct {  
    // contains filtered or unexported fields  
}
```

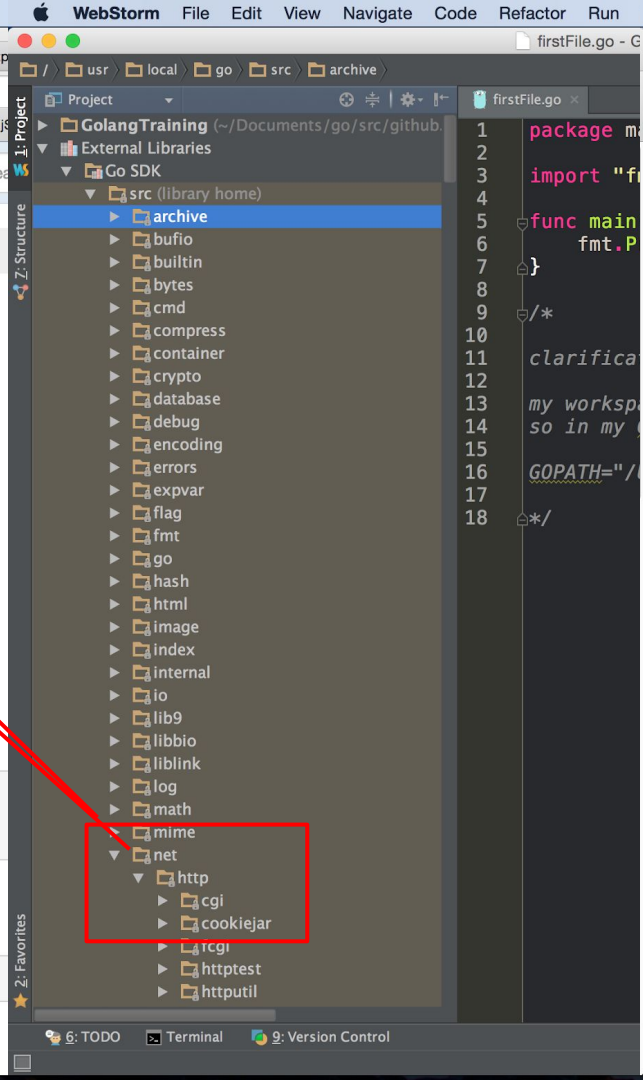
Jar implements the `http.CookieJar` interface from the `net/http` package.

func New

```
func New(o *Options) (*Jar, error)
```

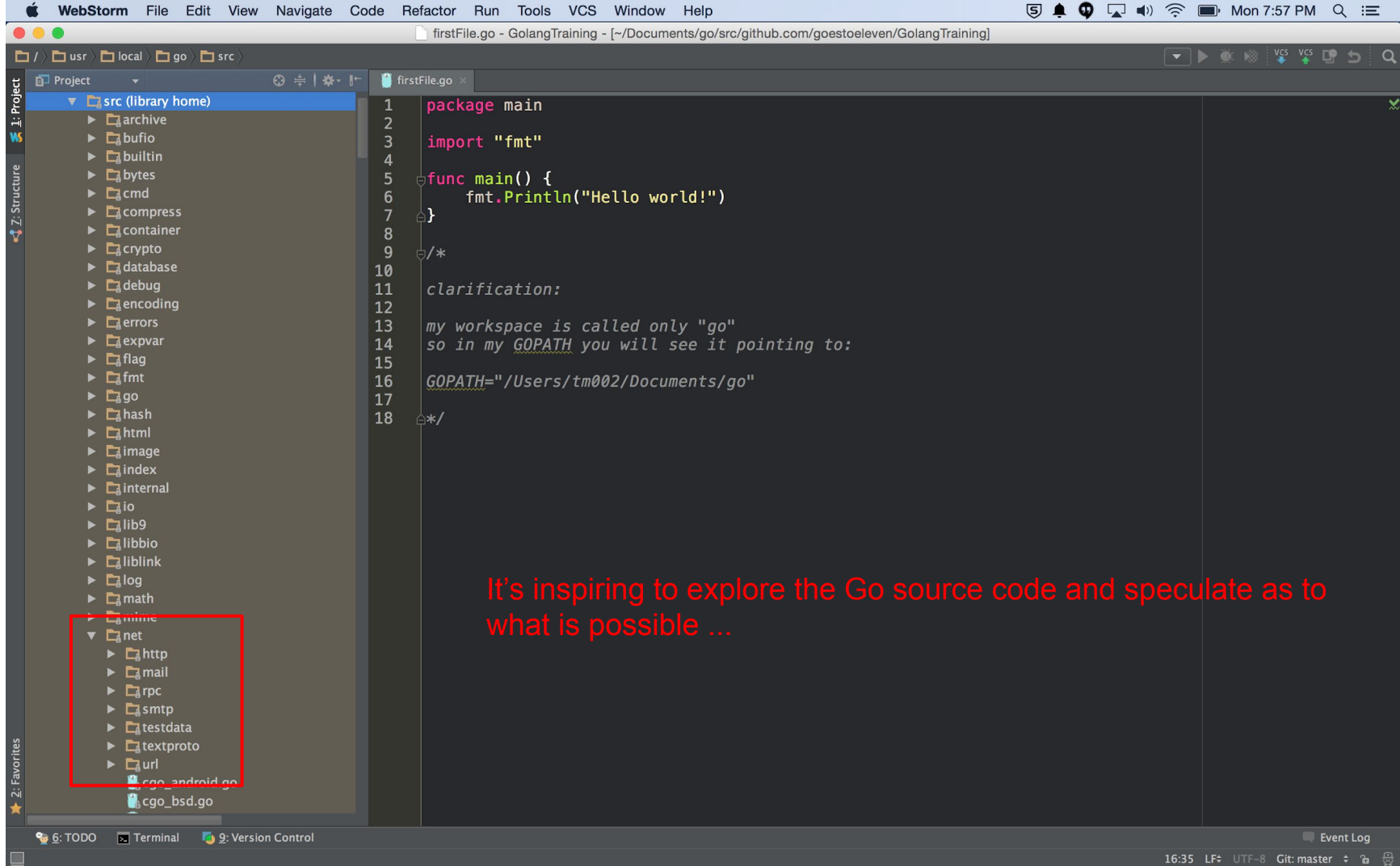
New returns a new cookie jar. A nil *Options is equivalent to a zero Options.

func (*Jar) Cookies

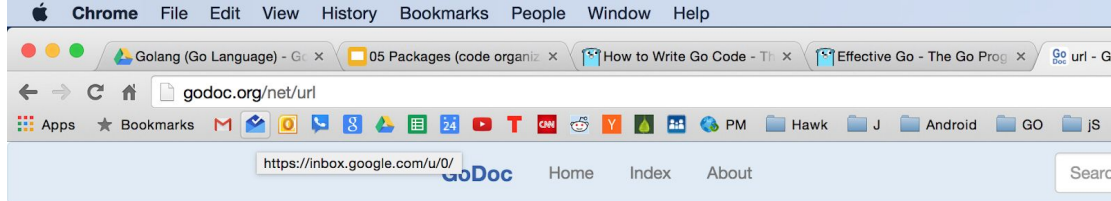


What is this package?

What would be the URL by which you would look it up at godoc.org?



... and then go look at the docs to see what can be done.



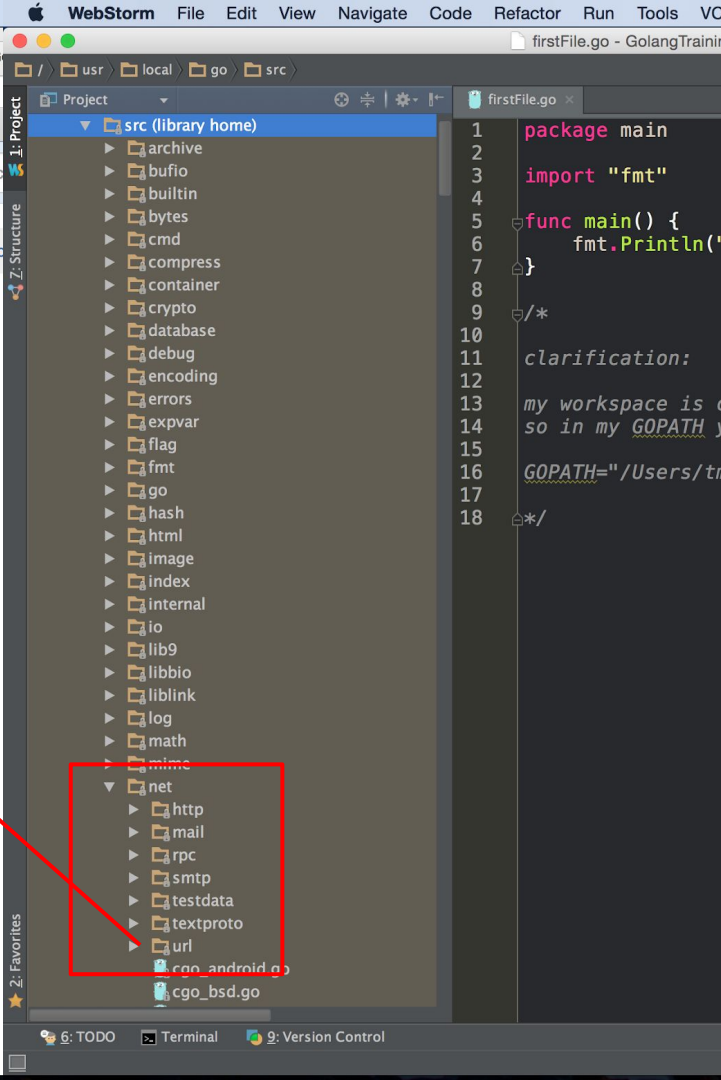
package url

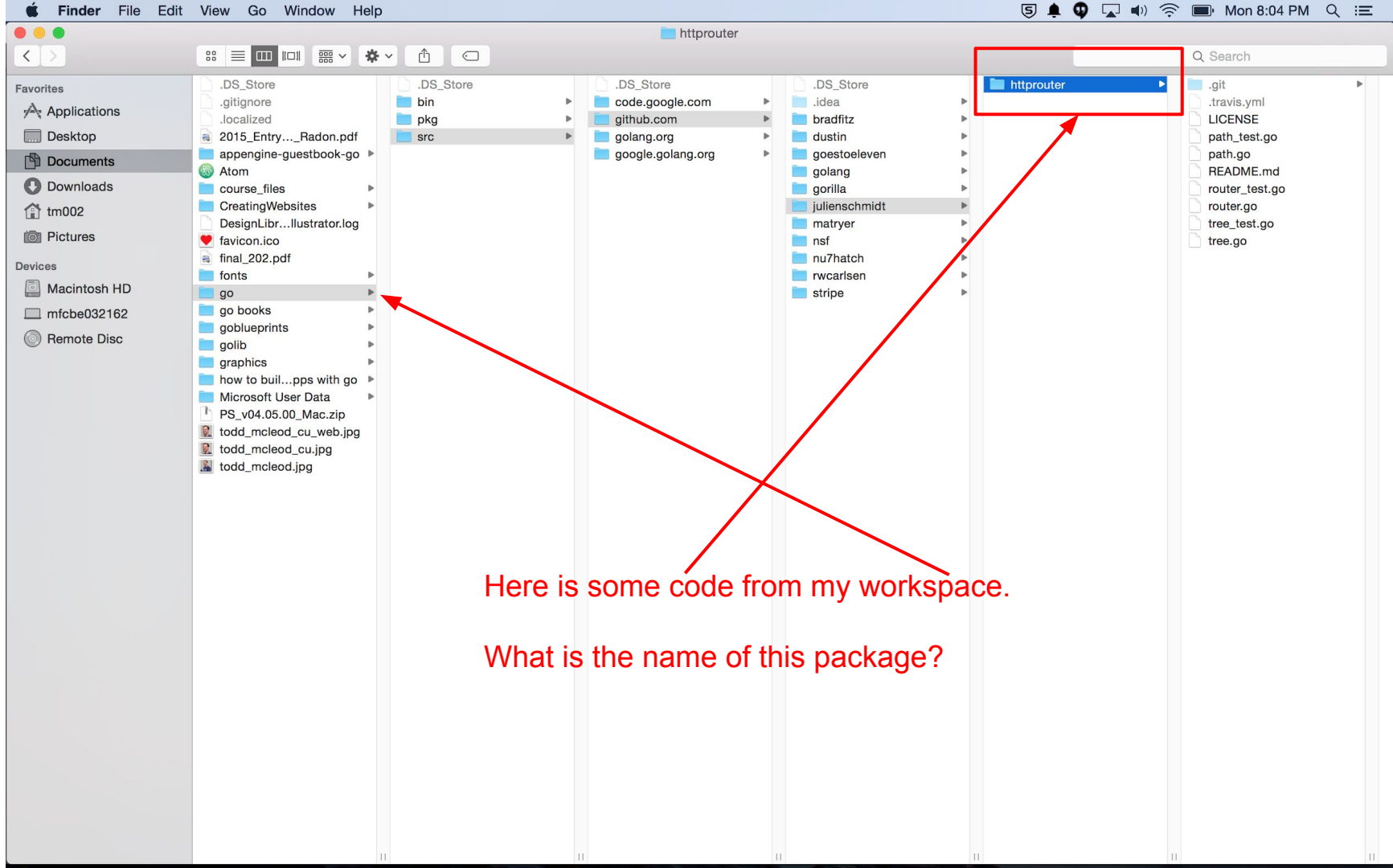
import "net/url"

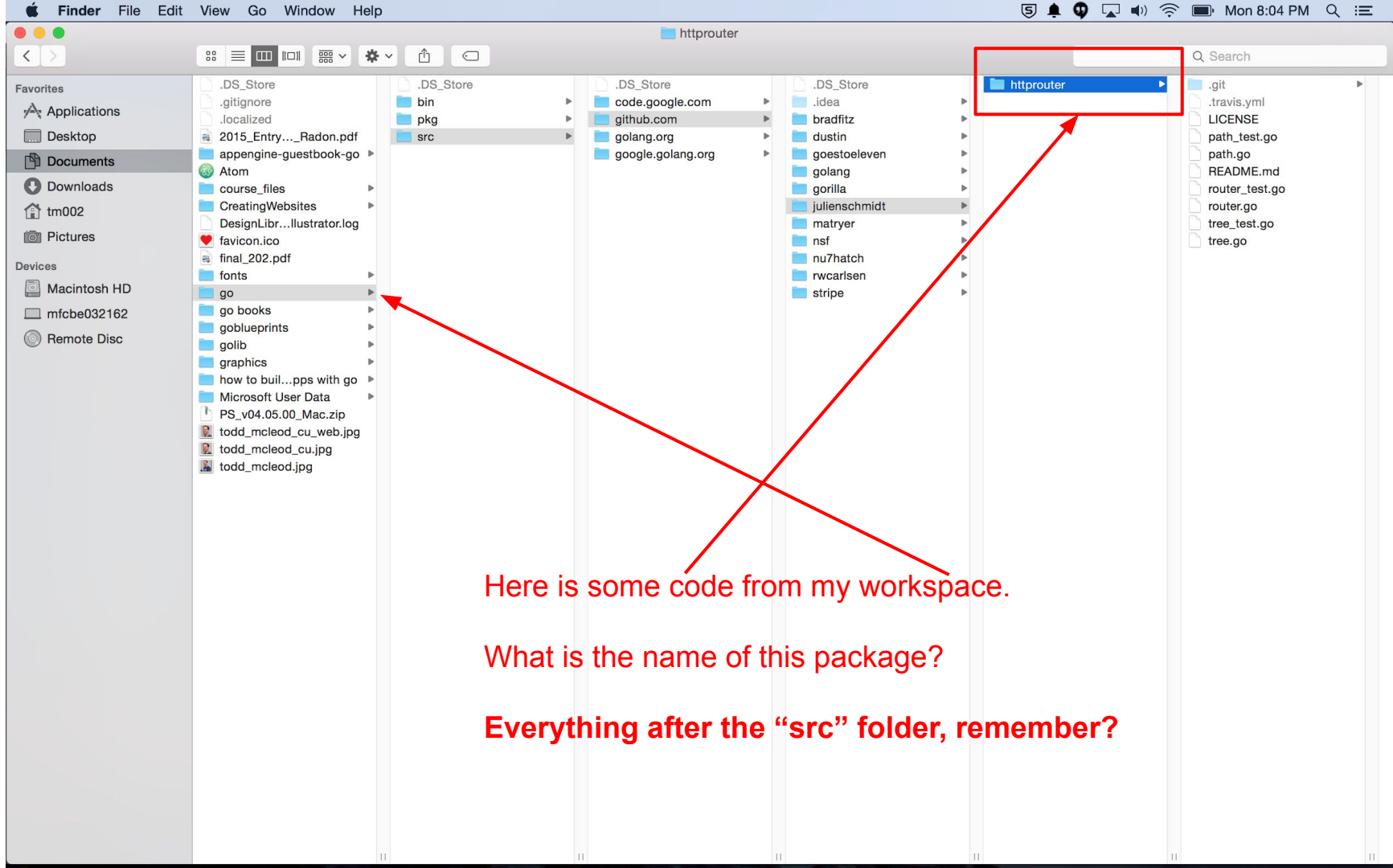
Package url parses URLs and implements query escaping. See [RFC 3986](#).

Index

func QueryEscape(s string) string
func QueryUnescape(s string) (string, error)
type Error
 func (e *Error) Error() string
type EscapeError
 func (e EscapeError) Error() string
type URL
 func Parse(rawurl string) (url *URL, err error)
 func ParseRequestURI(rawurl string) (url *URL, err error)
 func (u *URL) IsAbs() bool
 func (u *URL) Parse(ref string) (*URL, error)
 func (u *URL) Query() Values
 func (u *URL) RequestURI() string
 func (u *URL) ResolveReference(ref *URL) *URL
 func (u *URL) String() string
type UserInfo
 func User(username string) *UserInfo
 func UserPassword(username, password string) *UserInfo
 func (u *UserInfo) Password() (string, bool)
 func (u *UserInfo) String() string
 func (u *UserInfo) Username() string
type Values
 func ParseQuery(query string) (m Values, err error)
 func (v Values) Add(key, value string)
 func (v Values) Del(key string)



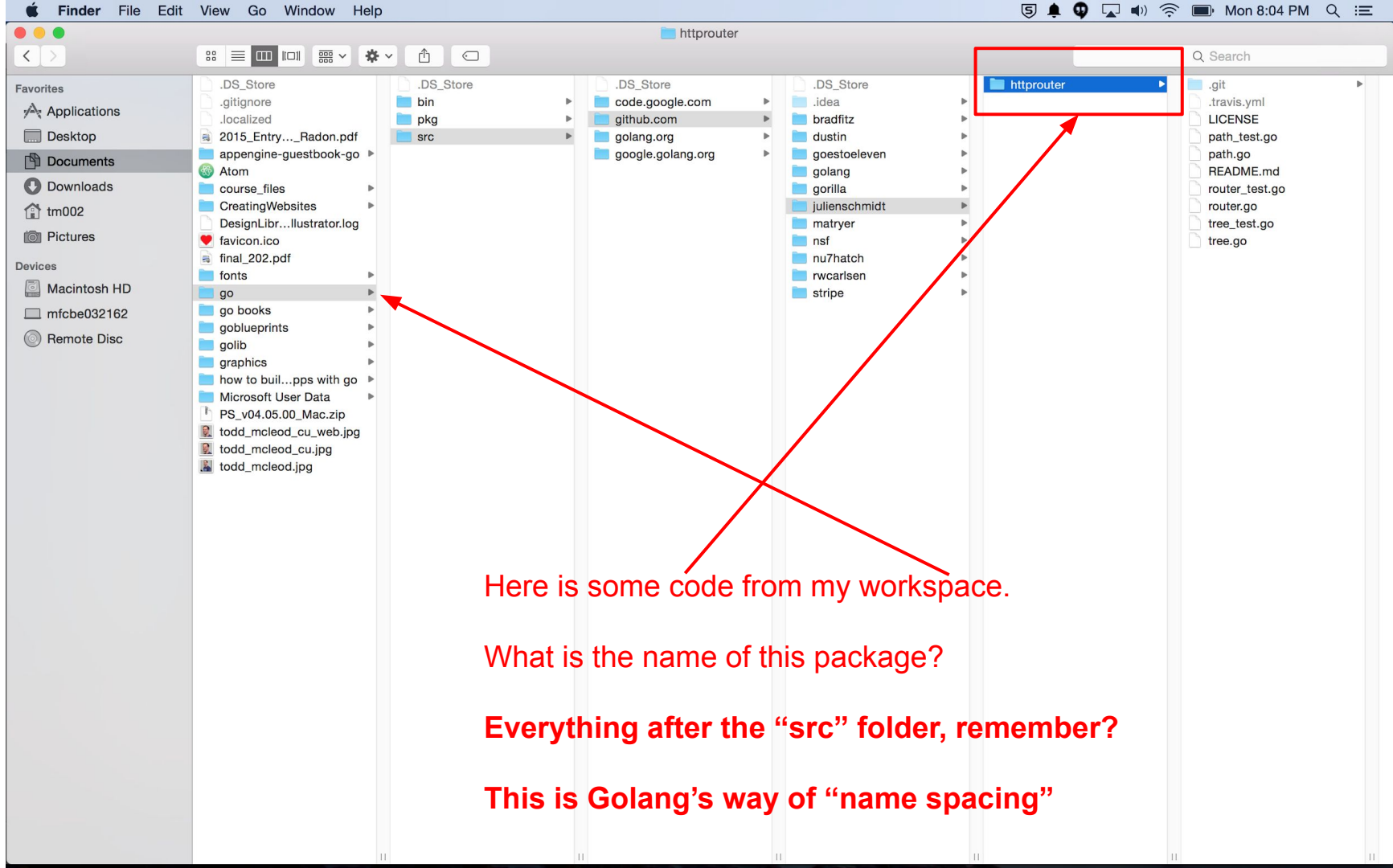




Here is some code from my workspace.

What is the name of this package?

Everything after the “src” folder, remember?



namespace

In computing, a **namespace** is used to organize objects of various kinds, so that these objects may be referred to by name.

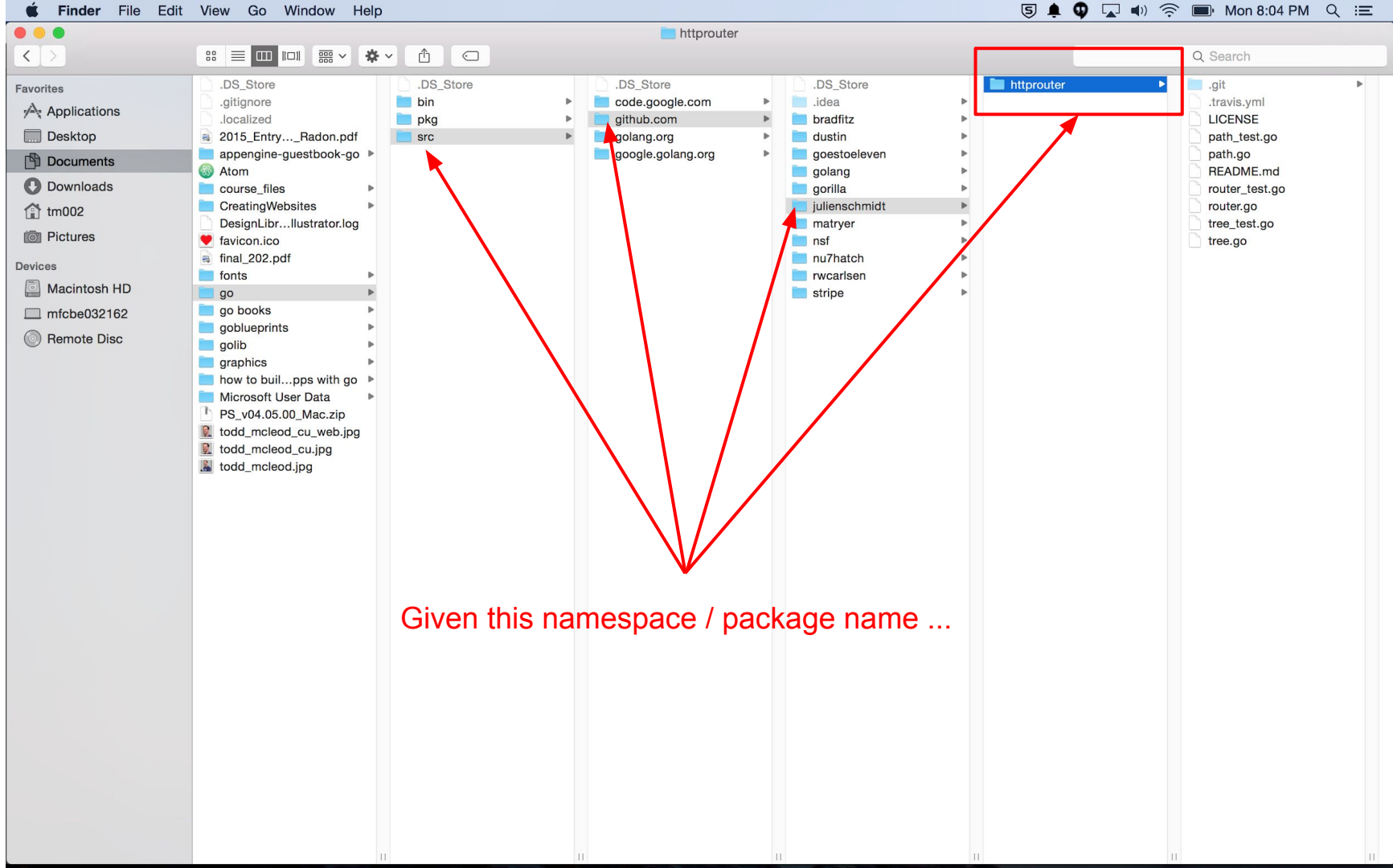
Examples include:

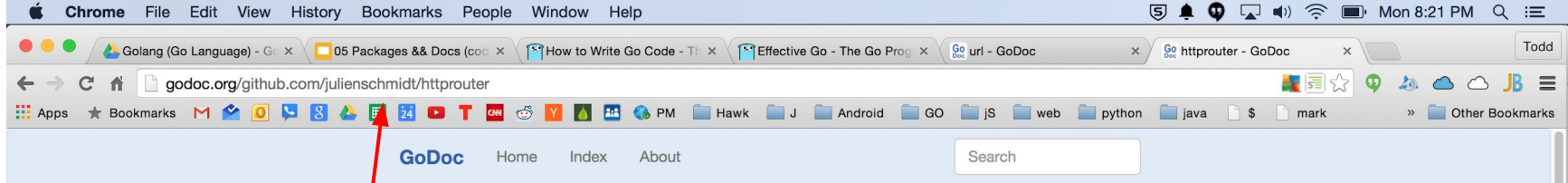
- file systems are **namespaces** that assign names to files
- programming languages organize variables and subroutines in **namespaces**
- computer networks and distributed systems assign names to resources, such as computers, printers, websites, (remote) files, etc.

Namespaces are commonly structured as hierarchies to allow reuse of names in different contexts.

Example: human names. Jane Doe. Within the **namespace** of the Doe family, just "Jane" suffices to unambiguously designate this person, while within the "global" **namespace** of all people, the full name must be used.

In a similar way, hierarchical file systems organize files in directories. Each directory is a separate **namespace**, so that the directories may both contain a file "jane". In computer programming, **namespaces** are typically employed *for the purpose of avoiding name collisions between multiple identifiers* that share the same name.





httprouter: github.com/julienschmidt/httprouter

[Index](#) | [Files](#)

package httprouter

```
import "github.com/julienschmidt/httprouter"
```

Package httprouter is a trie based high performance HTTP request router.

A trivial example is:

```
package main

import (
    "fmt"
    "github.com/julienschmidt/httprouter"
    "net/http"
    "log"
)

func Index(w http.ResponseWriter, r *http.Request, _ httprouter.Params) {
    fmt.Fprint(w, "Welcome!\n")
}

func Hello(w http.ResponseWriter, r *http.Request, ps httprouter.Params) {
    fmt.Fprintf(w, "hello, %s!\n", ps.ByIndex("name"))
}

func main() {
    router := httprouter.New()
    router.GET("/", Index)
    router.GET("/hello/:name", Hello)

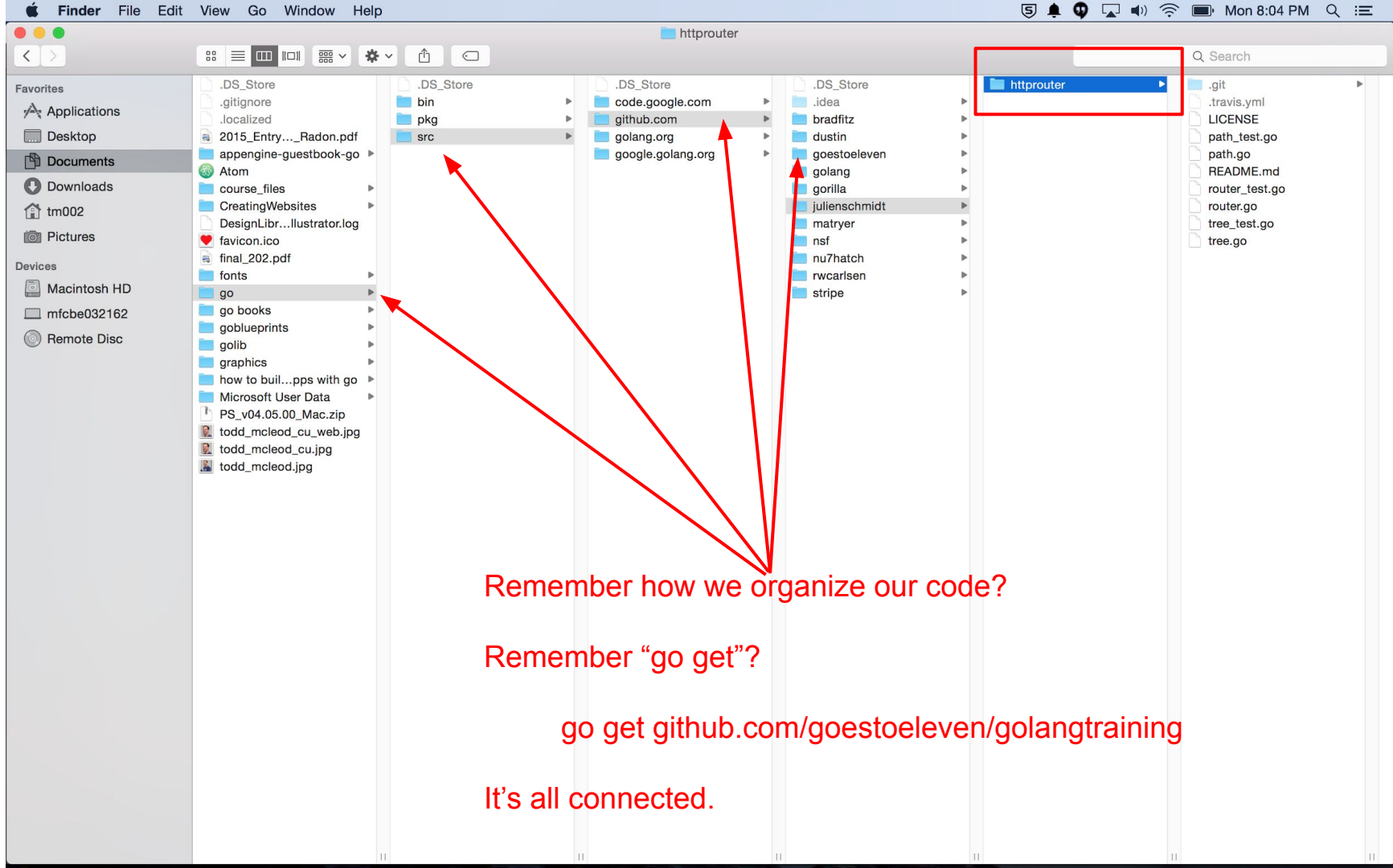
    log.Fatal(http.ListenAndServe(":8080", router))
}
```

The router matches incoming requests by the request method and the path. If a handle is registered for this path and method, the router delegates the request to that function. For the methods GET, POST, PUT, PATCH and DELETE shortcut functions exist to register handles. For all other methods router.Handle can be used.

We can find documentation about that code on godoc.org

Check out the URL.

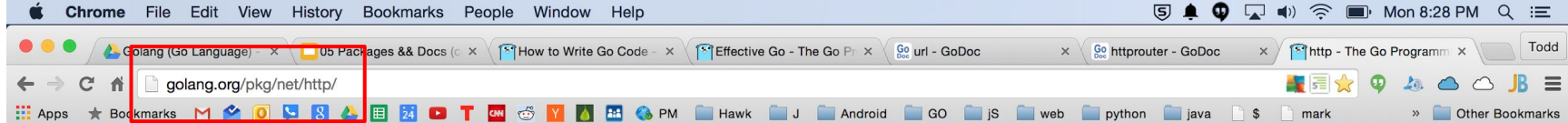
Notice the import statement that we would use to use the code in our code.



documentation

godoc.org vs golang.org vs. godoc at terminal

I mainly use godoc.org as it includes the packages of others.



The Go Programming Language

[Documents](#)[Packages](#)[The Project](#)[Help](#)[Blog](#)[Play](#)

Package http

```
import "net/http"
```

[Overview](#)[Index](#)[Examples](#)[Subdirectories](#)

- Go documentation can also be found at **golang.org**
- **Golang.org** only has documentation of go source code
 - you won't find "github.com/julienschmidt/httprouter" here
- **Godoc.org** has documentation of all go packages, including go source code
 - you will find "github.com/julienschmidt/httprouter" here

Overview ▾

Package http provides HTTP client and server implementations.

- I use **godoc.org**

Get, Head, Post, and PostForm make HTTP (or HTTPS) requests:

```
resp, err := http.Get("http://example.com/")
...
resp, err := http.Post("http://example.com/upload", "image/jpeg", &buf)
...
resp, err := http.PostForm("http://example.com/form",
    url.Values{"key": {"Value"}, "id": {"123"}})
```

The client must close the response body when finished with it:

```
resp, err := http.Get("http://example.com/")
if err != nil {
    // handle error
}
defer resp.Body.Close()
body, err := ioutil.ReadAll(resp.Body)
// ...
```

package naming

<https://golang.org/doc/code.html#PackageNames>

package naming

https://golang.org/doc/effective_go.html#names

searching for packages / libraries

search godoc.org

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godoc.org/?q=uuid

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GoDoc Home Index About

uuid|

uuid

uuid Go!

Try this search on [Go-Search](#) or [GitHub](#).

Path	Synopsis
code.google.com/p/go-uuid/uuid	The uuid package generates and inspects UUIDs.
github.com/nu7hatch/gouuid	This package provides immutable UUID structs and the functions NewV3, NewV4, NewV5 and Parse() for generating versions 3, 4 and 5 UUIDs as specified in RFC 4122.
github.com/gogits/gogs/modules/uuid	Package uuid provides implementation of Universally Unique Identifier (UUID).
github.com/satori/go.uuid	Package uuid provides implementation of Universally Unique Identifier (UUID).
github.com/twinj/uuid	This package provides RFC4122 UUIDs.
github.com/mitchellh/packer/common/uuid	
github.com/pborman/uuid	The uuid package generates and inspects UUIDs.
github.com/cloudfoundry/bosh-utils/uuid	
github.com/cloudfoundry/bosh-agent/uuid	
github.com/docker/distribution/uuid	Package uuid provides simple UUID generation.
github.com/MG-RAST/golib/go-uuid/uuid	The uuid package generates and inspects UUIDs.
github.com/go-xweb/uuid	The uuid package generates and inspects UUIDs.
github.com/tideland/goas/v2/identifier	Identifier provides different ways to produce identifiers like UUIDs.
github.com/gokyle/uuid	package uuid provides an RFC 4122 UUID generator.

uuid Go!

Try this search on [Go-Search](#) or [GitHub](#).

Path	Synopsis
code.google.com/p/go-uuid/uuid	The uuid package generates and inspects UUIDs.
github.com/nu7hatch/gouuid	This package provides immutable UUID structs and the functions NewV3, NewV4, NewV5 and Parse() for generating versions 3, 4 and 5 UUIDs as specified in RFC 4122.
github.com/gogits/gogs/modules/uuid	Package uuid provides implementation of Universally Unique Identifier (UUID).
github.com/satori/go.uuid	Package uuid provides implementation of Universally Unique Identifier (UUID).
github.com/twinj/uuid	This package provides RFC4122 UUIDs.
github.com/mitchellh/packer/common/uuid	
github.com/pborman/uuid	The uuid package generates and inspects UUIDs.
github.com/cloudfoundry/bosh-utils/uuid	
github.com/cloudfoundry/bosh-agent/uuid	
github.com/docker/distribution/uuid	Package uuid provides simple UUID generation.
github.com/MG-RAST/golib/go-uuid/uuid	The uuid package generates and inspects UUIDs.
github.com/go-xweb/uuid	The uuid package generates and inspects UUIDs.
github.com/tideland/goas/v2/identifier	Identifier provides different ways to produce identifiers like UUIDs.
github.com/gokyle/uuid	package uuid provides an RFC 4122 UUID generator.

I use this one

Review

- **packages**
 - packages = folders
- SDK - software development kit
- **namespace**
 - unique namespace of packages: everything after the “src” folder
- documentation
 - **godoc.org**
 - golang.org
 - godoc at terminal
- package names / paths
- searching for packages

Review Review - You've learned a lot

- golang is awesome
- SHA1
- **go version**
- **go env**
- **go help**
- environment variables
 - GOPATH
 - GOROOT
- workspace
 - bin
 - pkg
 - src
 - github.com
 - your_user_name
 - your_packages
 - your code
- .bash_profile / .bashrc
- GO IDE's
 - webstorm
 - atom
- func main()
- packages
- functions vs methods
- parameters vs arguments
- expressions vs statements
- variable, constant, literal
- **go run**
- **go build**
- **go install**
- **go get**
 - [go commands](#)
- Go, Github, & Webstorm
- git
 - git log
 - .gitignore
- Packages / Libraries
 - [naming](#)
- namespace
- documentation
 - [godoc.org](#)
 - [golang.org](#)
 - godoc at terminal

Review Questions

Namespacing

Define **namespace**.

go commands

List and define the go commands you have learned so far.

godoc.org

- Find a package for **gorilla sessions** on godoc.org
 - take a screenshot of this

namespace

- Open up finder (or windows explorer, for those on windows).
- Navigate to your workspace.
- Navigate to the folder you created to store the code you write in this course.
- What is the unique name for this package?
 - for your homework submission
 - write out the unique name for this package and also
 - take a screenshot of finder showing your package