

Systems Programming

Introduction to Go

Morgan Ericsson

Today

» Go

» we go through gobyexample.com

Hello World! (again)

```
1 package main
2
3 import "fmt"
4
5 func main() {
6     fmt.Println("Hello world")
7 }
```

Building and running

```
> go run hello.go
```

```
Hello world
```

```
> go build hello.go
```

```
> ./hello
```

```
Hello world
```

```
> file hello
```

```
hello: Mach-O 64-bit executable arm64
```

Values / Literals

```
1 func main() {  
2     fmt.Println("go" + "lang")  
3  
4     fmt.Println("1+1 =", 1+1)  
5     fmt.Println("7.0/3.0 =", 7.0/3)  
6  
7     fmt.Println(true && false)  
8     fmt.Println(true || false)  
9     fmt.Println(!true)  
10 }
```

Values / Literals

- » Literals are not typed
 - » but there are still rules
- » Ok
 - » `5.45 * 4`
 - » `'a' + 10` (but probably not what you want)
- » Not ok
 - » `"Hello" * 5`
 - » `Overflow (!!!)`

Variables

```
1 func main() {  
2     var a = "initial"  
3     fmt.Println(a)  
4  
5     var b, c int = 1, 2  
6     fmt.Println(b, c)  
7  
8     var d = true  
9     fmt.Println(d)  
10 }
```

Predeclared types

- » `bool`
- » Many different integers, e.g., `int8`, `uint16`, etc.
 - » `u` for unsigned, number for number of bits
 - » Also `byte` (`uint8`), `int` (`int32` or `int64`), and `uint`
 - » `rune` (`int32`)
- » `float32` and `float64` for floating point numbers
- » `complex64` and `complex128` for complex numbers
- » `string`

var VS :=

» `var <name> <type> = <value>`

» `var x int`

» `var x = 10`

» Type is required if no value

» `<name> := <value>`

» `x := 10`

» At least one variable on the left-hand side must be “new”

var VS :=

- » `:=` is generally used, but...
- » `:=` can only be used inside functions
 - » but you should generally avoid declaring (mutable) variables outside of functions
- » `:=` assumes default type, must use `var` if you want another type
 - » You can convert, but... (`x := byte(20)`)
- » `:=` can shadow variables rather than reuse them
 - » Blocks

Zero value

- » Any variable that is declared but not assigned a value defaults to the zero value
- » Different for different types, e.g., 0 for int, "" for strings, and nil for many other things
- » Use `var` if you want the zero value rather than, e.g., `m := 0`

Variables (cont'd)

```
1 func main() {  
2     var e int  
3     fmt.Println(e)  
4  
5     f := "apple"  
6     fmt.Println(f)  
7 }
```

Constants

```
1 package main
2
3 import (
4     "fmt"
5     "math"
6 )
7
8 const s string = "constant"
9
10 func main() {
11     fmt.Println(s)
12
13     const n = 5000000000
14
15     const d = 3e20 / n
16     fmt.Println(d)
17
18     fmt.Println(int64(d))
19
20     fmt.Println(math.Sin(n))
```

Constants

- » Very limited, basically a way to name values
- » Can only hold things that can be determined at compile time, e.g.,
 - » Values of predeclared types
 - » Expressions with operators and known values
- » Can be typed

Groups

- » Things, e.g., variable and constant declarations can be grouped with `()`
- » Good practice to group related things

Loops

```
1 func main() {  
2     for j := 7; j <= 9; j++ {  
3         fmt.Println(j)  
4     }  
5 }
```

No while, just for

```
1 func main() {  
2     i := 1  
3     for i <= 3 {  
4         fmt.Println(i)  
5         i = i + 1  
6     }  
7 }
```

Break and continue

```
1 func main() {  
2     for {  
3         fmt.Println("loop")  
4         break  
5     }  
6  
7     for n := 0; n <= 5; n++ {  
8         if n%2 == 0 {  
9             continue  
10        }  
11        fmt.Println(n)  
12    }  
13 }
```

If

```
1 func main() {  
2     if 8%4 == 0 {  
3         fmt.Println("8 is divisible by 4")  
4     }  
5  
6     if 8%2 == 0 || 7%2 == 0 {  
7         fmt.Println("either 8 or 7 are even")  
8     }  
9 }
```

Else

```
1 func main() {  
2     if 7%2 == 0 {  
3         fmt.Println("7 is even")  
4     } else {  
5         fmt.Println("7 is odd")  
6     }  
7 }
```

If again

```
1 func main() {  
2     if num := 9; num < 0 {  
3         fmt.Println(num, "is negative")  
4     } else if num < 10 {  
5         fmt.Println(num, "has 1 digit")  
6     } else {  
7         fmt.Println(num, "has multiple digits")  
8     }  
9 }
```

Switch

```
1 func main() {  
2     i := 2  
3     fmt.Print("Write ", i, " as ")  
4     switch i {  
5     case 1:  
6         fmt.Println("one")  
7     case 2:  
8         fmt.Println("two")  
9     case 3:  
10        fmt.Println("three")  
11    }  
12 }
```

Default

```
1 func main() {  
2     switch time.Now().Weekday() {  
3     case time.Saturday, time.Sunday:  
4         fmt.Println("It's the weekend")  
5     default:  
6         fmt.Println("It's a weekday")  
7     }  
8 }
```

“Empty” switch

```
1 func main() {  
2     t := time.Now()  
3     switch {  
4     case t.Hour() < 12:  
5         fmt.Println("It's before noon")  
6     default:  
7         fmt.Println("It's after noon")  
8     }  
9 }
```

Arrays

```
1 func main() {  
2     var a [5]int  
3     fmt.Println("emp:", a)  
4  
5     a[4] = 100  
6     fmt.Println("set:", a)  
7     fmt.Println("get:", a[4])  
8  
9     fmt.Println("len:", len(a))  
10 }
```

Arrays

- » Note that both type and length are part of the type of the array
- » So, fixed in length, just like, e.g., Java
- » Can be annoying
 - » E.g., requires copying to grow/shrink

Declaring values

```
1 func main() {  
2     b := [5]int{1, 2, 3, 4, 5}  
3     fmt.Println("dcl:", b)  
4 }
```

More dimensions

```
1 func main() {  
2     var twoD [2][3]int  
3  
4     for i := 0; i < 2; i++ {  
5         for j := 0; j < 3; j++ {  
6             twoD[i][j] = i + j  
7         }  
8     }  
9     fmt.Println("2d: ", twoD)  
10 }
```

Slices (lists)

```
1 func main() {  
2     var s []string  
3     fmt.Println("uninit:", s, s == nil, len(s) == 0)  
4  
5     s = make([]string, 3)  
6     fmt.Println("emp:", s, "len:", len(s), "cap:", cap(s))  
7 }
```

Make, length, and capacity

- » We use make to make “things,” e.g., slices and channels
 - » Allocates memory, does setup, and sets default values
- » A slice has a length and a capacity
 - » Length is the number of values in the slices
 - » Capacity is the number of values the slice can hold
 - » This is an important distinction!

Make, length, and capacity

```
1 func main() {  
2     var a []int  
3     fmt.Println("a:", a, "len:", len(a), "cap:", cap(a))  
4     a = append(a, 10)  
5     fmt.Println("a:", a, "len:", len(a), "cap:", cap(a))  
6 }
```

Make, length, and capacity

```
1 func main() {  
2     a := make([]int, 5)  
3     fmt.Println("a:", a, "len:", len(a), "cap:", cap(a))  
4     a = append(a, 10)  
5     fmt.Println("a:", a, "len:", len(a), "cap:", cap(a))  
6 }
```

Make, length, and capacity

```
1 func main() {  
2     a := make([]int, 5, 10)  
3     fmt.Println("a:", a, "len:", len(a), "cap:", cap(a))  
4     a = append(a, 10)  
5     fmt.Println("a:", a, "len:", len(a), "cap:", cap(a))  
6 }
```

Slices

```
1 func main() {  
2     s := make([]string, 3)  
3  
4     c := make([]string, len(s))  
5     copy(c, s)  
6     fmt.Println("cpy:", c)  
7 }
```

Slices

```
1 func main() {  
2     s := []string{"a", "b", "c", "d", "e", "f"}  
3  
4     l := s[2:5]  
5     fmt.Println("s11:", l)  
6  
7     l = s[:5]  
8     fmt.Println("s12:", l)  
9  
10    l = s[2:]  
11    fmt.Println("s13:", l)  
12 }
```

Slices

- » There are many useful functions on slices in the `slices` package
 - » `equals`, `max`, `min`, ...
 - » `sort`, `search`, ...
 - » `replace`, `reverse`, ...

Slices

```
1 func main() {  
2     t := []string{"g", "h", "i"}  
3     fmt.Println("dcl:", t)  
4  
5     t2 := []string{"g", "h", "i"}  
6     if slices.Equal(t, t2) {  
7         fmt.Println("t == t2")  
8     }  
9 }
```

Multiple dimensions

```
1 func main() {
2     twoD := make([][]int, 3)
3     for i := 0; i < 3; i++ {
4         innerLen := i + 1
5         twoD[i] = make([]int, innerLen)
6         for j := 0; j < innerLen; j++ {
7             twoD[i][j] = i + j
8         }
9     }
10    fmt.Println("2d: ", twoD)
11 }
```

Maps

```
1 func main() {  
2     m := make(map[string]int)  
3  
4     m["k1"] = 7  
5     m["k2"] = 13  
6  
7     fmt.Println("map:", m, "len:", len(m))  
8 }
```

Maps

```
1 func main() {  
2     m := make(map[string]int)  
3     v1 := m["k1"]  
4     fmt.Println("v1:", v1)  
5  
6     v2, here := m["k1"]  
7     fmt.Println("v2:", v1, "here:", here)  
8 }
```

Maps

```
1 func main() {  
2     m := make(map[string]int)  
3  
4     m["k1"] = 7  
5     m["k2"] = 13  
6     delete(m, "k2")  
7     fmt.Println("map:", m)  
8  
9     clear(m)  
10    fmt.Println("map:", m)  
11 }
```

Maps

```
1 func main() {  
2     n := map[string]int{"foo": 1, "bar": 2}  
3     fmt.Println("map:", n)  
4  
5     n2 := map[string]int{"foo": 1, "bar": 2}  
6     if maps.Equal(n, n2) {  
7         fmt.Println("n == n2")  
8     }  
9 }
```

Range (like Python)

```
1 func main() {  
2     nums := []int{2, 3, 4}  
3     sum := 0  
4     for _, num := range nums {  
5         sum += num  
6     }  
7     fmt.Println("sum:", sum)  
8 }
```

Range (enumerate)

```
1 func main() {  
2     for i, num := range nums {  
3         if num == 3 {  
4             fmt.Println("index:", i)  
5         }  
6     }  
7 }
```

Range

- » Note that you can omit later values
 - » `for i := range nums {}`
 - » Omits the copy of the value
- » But only later values, so
 - » `for _, num := range nums {}`
 - » to get a copy of the value but not the index

Range (items)

```
1 func main() {  
2     kvs := map[string]string{"a": "apple", "b": "banana"}  
3     for k, v := range kvs {  
4         fmt.Printf("%s -> %s\n", k, v)  
5     }  
6 }
```

Range (keys)

```
1 func main() {  
2     for k := range kvs {  
3         fmt.Println("key:", k)  
4     }  
5 }
```

Range on strings

```
1 func main() {  
2     for i, c := range "go" {  
3         fmt.Println(i, c)  
4     }  
5 }
```

Functions

```
1 func plus(a int, b int) int {  
2     return a + b  
3 }  
4  
5 func main() {  
6     res := plus(1, 2)  
7     fmt.Println("1+2 =", res)  
8 }
```

Functions

```
1 func plusPlus(a, b, c int) int {  
2     return a + b + c  
3 }
```

Multiple return values

```
1 func vals() (int, int) {  
2     return 3, 7  
3 }  
4  
5 func main() {  
6     a, b := vals()  
7     _, c := vals()  
8 }
```

Return values can be named

```
1 func vals() (x, y int) {  
2     x = 3  
3     y = 7  
4     return x, y  
5 }
```

Return values can be named

- » The return variables are declared automatically
- » It is possible to use a blank return
 - » Latest assigned value is returned
- » but considered bad practice since it can be confusing

Variadic functions

```
1 func sum(nums ...int) int {  
2     total := 0  
3  
4     for _, num := range nums {  
5         total += num  
6     }  
7  
8     return total  
9 }  
10  
11 func main() {  
12     _ = sum(1, 2)  
13     _ = sum(1, 2, 3)  
14 }
```

Variadic functions

- » Allows us to accept any number of parameters to a function
 - » Used by, e.g., `Println`
- » Accessible as a slice
- » Similar to passing a slice

Splat (unpacking)

```
1 func main() {  
2     nums := []int{1, 2, 3, 4}  
3     _ = sum(nums...)  
4 }
```

Anonymous functions

```
1 func main() {  
2     func() { fmt.Println("Anon!") }()  
3 }
```

Anonymous functions

```
1 func main() {  
2     a := 20  
3     f := func() {  
4         fmt.Println("a =", a)  
5         a = 30  
6     }  
7     f()  
8     fmt.Println("a =", a)  
9 }
```

Passing functions

```
1 func runme(f func(int, int) int) {  
2     fmt.Println(f(1, 2))  
3 }  
4  
5 func main() {  
6     add := func(a, b int) int {  
7         return a + b  
8     }  
9     runme(add)  
10 }
```

Closures

- » A closure is a function together with its environment
 - » Variables used by the function but declared in its enclosing scope
- » The captured variables can be used even when the function is called outside their scope
- » Feature of (instantiated) anonymous functions

Closures

```
1 func intSeq(start int) func() int {  
2     return func() int {  
3         start++  
4         return start  
5     }  
6 }  
7  
8 func main() {  
9     nextInt := intSeq(0)  
10  
11     fmt.Println(nextInt())  
12     fmt.Println(nextInt())  
13     fmt.Println(nextInt())  
14  
15     newInts := intSeq(10)  
16     fmt.Println(newInts())  
17 }
```

Recursion

```
1 func fact(n int) int {  
2     if n == 0 {  
3         return 1  
4     }  
5     return n * fact(n-1)  
6 }  
7  
8 func main() {  
9     fmt.Println(fact(8) == 40_320)  
10 }
```

Pointers

```
1 func setToZero(ival int) {  
2     ival = 0  
3 }  
4  
5 func main() {  
6     i := 1  
7     fmt.Println("i =", i)  
8     setToZero(i)  
9     fmt.Println("i =", i)  
10 }
```

Call by?

- » When you call a function, parameters can be passed in different ways
 - » By reference
 - » By value
- » Go uses by value (copies)
 - » That is why `i` is not modified; the function gets a copy

Pointers

```
1 func setToZero(iptr *int) {  
2     *iptr = 0  
3 }  
4  
5 func main() {  
6     i := 1  
7     fmt.Println("i =", i)  
8     setToZero(&i)  
9     fmt.Println("i =", i)  
10 }
```

Call by value

- » The pointer's value is copied to the function
- » But we use the value to find the memory location of the variable
- » So, we can change it inside the function
 - » `&` gets the address
 - » `*` is used to define and dereference a pointer
- » Explicit dereferencing is seldom needed in Go

Pointers

```
1 func main() {  
2     i := 1  
3     fmt.Println("Value =", i, ", Pointer =", &i)  
4 }
```

Strings and runes

```
1 func main() {  
2     const s = "สวัสดี"  
3     fmt.Println("Len:", len(s))  
4 }
```

Strings and runes

```
1 func main() {  
2     const s = "สวัสดี"  
3  
4     for i := 0; i < len(s); i++ {  
5         fmt.Printf("%x ", s[i])  
6     }  
7     fmt.Println()  
8 }
```

Strings and runes

```
1 func main() {  
2     const s = "สวัสดี"  
3  
4     for _, rv := range s {  
5         fmt.Printf("%#U\n", rv)  
6     }  
7     fmt.Println()  
8 }
```

Strings and runes

```
1 func isT(r rune) bool {  
2     return r == 'T'  
3 }  
4  
5 func main() {  
6     _ = isT('A') != isT('T')  
7 }
```

Structs

```
1 type person struct {  
2     name string  
3     age int  
4 }  
5  
6 func main() {  
7     p1 := person{"Alice", 10}  
8     fmt.Println(p1)  
9     p2 := person{name: "Bob"}  
10    p2.age = 20  
11    fmt.Println(p2)  
12 }
```

Structs

```
1 func newPerson(name string, age int) *person {
2     p := person{name: name, age: age}
3     return &p
4 }
5
6 func main() {
7     var p3 *person
8     p3 = newPerson("Carol", 30)
9     fmt.Println(p3.name)
10 }
```

Structs

```
1 func newPerson(name string, age int) person {  
2     return person{name: name, age: age}  
3 }
```

Anonymous structs

```
1 func main() {  
2     dog := struct {  
3         name string  
4         isGood bool  
5     }{"Rex", true}  
6  
7     if dog.isGood {  
8         fmt.Println(dog.name)  
9     }  
10 }
```

Methods

```
1  type rect struct {  
2      width, height float64  
3  }  
4  
5  func (r *rect) area() float64 {  
6      return r.width * r.height  
7  }  
8  
9  func (r rect) perim() float64 {  
10     return 2 * r.width + 2 * r.height  
11 }
```

Methods

```
1 func main() {  
2     r := rect{width: 10.0, height: 5.0}  
3     fmt.Println("Area:", r.area())  
4     fmt.Println("Area:", r.perim())  
5 }
```

Interfaces

```
1 type geometry interface {  
2     area() float64  
3     perim() float64  
4 }
```

Interfaces

```
1 func measure(g geometry) {  
2     fmt.Println(g)  
3     fmt.Println("Area:", g.area())  
4     fmt.Println("Perim:", g.perim())  
5 }  
6  
7 func main() {  
8     r := rect{width: 10.0, height: 5.0}  
9     measure(&r)  
10 }
```

Interfaces

```
1  type circle struct {  
2      radius float64  
3  }  
4  
5  func (c circle) area() float64 {  
6      return math.Pi * c.radius * c.radius  
7  }  
8  
9  func (c circle) perim() float64 {  
10     return 2 * math.Pi * c.radius  
11 }  
12  
13 func main() {  
14     c := circle{5}  
15     measure(c)  
16 }
```

Struct embedding

```
1 type base struct {  
2     num int  
3 }  
4  
5 func (b base) describe() string {  
6     return fmt.Sprintf("base with num=%v", b.num)  
7 }
```

Struct embedding

```
1  type container struct {  
2      base  
3      str string  
4  }  
5  
6  func main() {  
7      co := container{base: base{1}, str:"my string"}  
8      fmt.Println(co.base.num)  
9      fmt.Println(co.num)  
10     fmt.Println(co.describe())  
11 }
```

Generics

```
1 func MapKeys[K comparable, V any](m map[K]V) []K {
2     r := make([]K, 0, len(m))
3     for k := range m {
4         r = append(r, k)
5     }
6     return r
7 }
8
9 func main() {
10     var m = map[int]string{1: "2", 2: "4", 4: "8"}
11     fmt.Println("keys:", MapKeys(m))
12     _ = MapKeys[int, string](m)
13 }
```

A generic linked list

```
1 type List[T any] struct {  
2     head, tail *element[T]  
3 }  
4  
5 type element[T any] struct {  
6     next *element[T]  
7     val T  
8 }
```

A generic linked list

```
1 func (lst *List[T]) Push(v T) {  
2     if lst.tail == nil {  
3         lst.head = &element[T]{val: v}  
4         lst.tail = lst.head  
5     } else {  
6         lst.tail.next = &element[T]{val: v}  
7         lst.tail = lst.tail.next  
8     }  
9 }
```

A generic linked list

```
1 func (lst *List[T]) GetAll() []T {  
2     var elems []T  
3     for e:=lst.head;e!=nil;e = e.next {  
4         elems = append(elems, e.val)  
5     }  
6     return elems  
7 }
```

A generic linked list

```
1 func main() {  
2     lst := List[int]{}  
3     lst.Push(10)  
4     lst.Push(11)  
5     lst.Push(12)  
6     fmt.Println("List:", lst.GetAll())  
7 }
```

Errors

```
1 package main
2
3 import ( "errors"; "fmt" )
4
5 func f1(arg int) (int, error) {
6     if arg == 42 {
7         return -1, errors.New("42 does not work")
8     }
9     return arg + 3, nil
10 }
```

Errors

```
1 func main() {  
2     if r, e := f1(42); e != nil {  
3         fmt.Println("f1 failed:", e)  
4     } else {  
5         fmt.Println("f1 worked:", r)  
6     }  
7 }
```

Errors

- » Error is an interface so we can define custom error types
- » We simply define the `Error()` method

Panic

```
1 func main() {  
2     if r, e := f1(42); e != nil {  
3         panic(e)  
4     }  
5 }
```

Defer

- » `defer` is used to ensure that a function call is performed later in a program's execution
 - » Often used to clean up
 - » Similar to `finally` in Java
- » Called when the surrounding function exits
 - » If multiple calls to `defer`, LIFO is used

Defer

```
1 func myfunc() {  
2     defer fmt.Println("Exiting")  
3     fmt.Println("Entering")  
4     fmt.Println("Executing")  
5 }  
6  
7 func main() {  
8     defer fmt.Println("Done")  
9     myfunc()  
10 }
```

Recover from a panic

```
1 func myfunc() int {  
2     a := 0  
3     return 1 / a  
4 }  
5  
6 func main() {  
7     myfunc()  
8     fmt.Println("Survived function call")  
9 }
```

Recover from a panic

```
1 func myfunc() int {
2     defer func() {
3         if r := recover(); r != nil {
4             fmt.Println("Recovered error:", r)
5         }
6     }()
7
8     a := 0
9     return 1 / a
10 }
11
12 func main() {
13     myfunc()
14     fmt.Println("Survived function call")
15 }
```

Regex

- » Works as expected, e.g.,
 - » `regexp.MatchString()`
 - » `regexp.Compile()`
- » Anything other than `MatchString()` requires a compiled expression, e.g.,
 - » `FindAll()`
 - » `ReplaceAll()`

Regex

```
1 func main() {  
2     r, _ := regexp.MustCompile("p([a-z]+)ch")  
3     fmt.Println(r.MatchString("peach"))  
4     fmt.Println(r.FindAllString("peach punch pinch", 2))  
5 }
```

Regex

```
1 func main() {  
2     qs := regexp.MustCompile(`"(.+?)"`)  
3     fmt.Println(r.MatchString("peach"))  
4     fmt.Println(r.FindAllString("peach punch pinch", 2))  
5 }
```

Capture groups and raw strings

```
1 func main() {  
2     qs := regexp.MustCompile(`"(.*?)"`)  
3     fmt.Println(qs.FindStringSubmatch("A quoted string: \"dog\"")[1])  
4  
5 }
```

Futher readings

- » Learn Go
 - » A tour of Go
 - » Go by example
- » Documentation
- » Standard library
- » Fun way to learn Regex

Next time

» Unit Testing