

Session 1

- About Go programming language: simple, easy to learn, high level, garbage collected, low level constructs for memory management, easy concurrent programming
- Structuring Go applications: simple program, packages, modules, workspaces, toolchain
- Dependency management in Go: go get, go mod tidy, go mod download, go mod vendor, go install

Out of scope

- Garbage collection
- Concurrency
- Memory management in Golang
- Internals of environment variables
- Design patterns other than the hexagonal design pattern

Takeaways

- About Go programming language
- Structuring Go applications
- Dependency management in Go