Session 2

- Go environment variables:
- Design patterns:
  - Creational:
    - Builder(example from an application)
  - Behavioral:
    - Adapter(example from HLF)
  - Structural:
    - Observer(example from event listener)
  - Architectural:
    - Microservices
    - Layered architecture(Hexagonal, code walkthrough of a simple hexagonal application)

Out of scope

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

Takeaways

- Go environment variables:

  - GO111MODULE
  - GOARCH
  - GOBIN
  - GOCACHE
  - GOENV
  - GOEXE
  - GOEXPERIMENT
  - GOFLAGS
  - GOHOSTARCH
  - GOHOSTOS
  - GOINSECURE
  - GOMODCACHE
  - GONOPROXY
  - GONOSUMDB
  - GOOS
  - GOPATH
  - GOPRIVATE
  - GOPROXY
  - GOROOT
  - GOSUMDB

- GOTMPDIR
- GOTOOLCHAIN
- GOTOOLDIR
- GOVCS
- GOVERSION
- GCCGO
- GOAMD64
- AR
- CC
- CXX
- CGO_ENABLED
- GOMOD
- GOWORK
- CGO_CFLAGS
- CGO_CPPFLAGS
- CGO_CXXFLAGS
- CGO_FFLAGS
- CGO_LDFLAGS
- PKG_CONFIG
- GOGCCFLAGS

- Design patterns:

  - Creational
    - Builder
  - Behavioral
    - Adapter
  - Structural
    - Observer
  - Architectural
    - Microservices
    - Hexagonal