

---

# Table of Contents

|   |           |
|---|-----------|
| Preface.....                                      | xvii      |
| <b>1. Setting Up Your Go Environment.....</b>     | <b>1</b>  |
| Installing the Go Tools                           | 1         |
| Troubleshooting Your Go Installation              | 2         |
| Go Tooling  | 2         |
| Your First Go Program                             | 3         |
| Making a Go Module                                | 3         |
| go build  | 4         |
| go fmt  | 5         |
| go vet  | 7         |
| Choose Your Tools                                 | 8         |
| Visual Studio Code                                | 8         |
| GoLand  | 9         |
| The Go Playground                                 | 10        |
| Makefiles   | 12        |
| The Go Compatibility Promise                      | 13        |
| Staying Up-to-Date                                | 14        |
| Exercises   | 14        |
| Wrapping Up                                       | 15        |
| <b>2. Predeclared Types and Declarations.....</b> | <b>17</b> |
| The Predeclared Types                             | 17        |
| The Zero Value                                    | 17        |
| Literals  | 18        |
| Booleans  | 19        |
| Numeric Types                                     | 20        |
| A Taste of Strings and Runes                      | 25        |

|  |           |
|--|-----------|
| Explicit Type Conversion                               | 26        |
| Literals Are Untyped                                   | 27        |
| var Versus :=  | 28        |
| Using const  | 30        |
| Typed and Untyped Constants                            | 32        |
| Unused Variables                                       | 32        |
| Naming Variables and Constants                         | 33        |
| Exercises  | 35        |
| Wrapping Up  | 36        |
| <b>3. Composite Types.....</b>                         | <b>37</b> |
| Arrays—Too Rigid to Use Directly                       | 37        |
| Slices   | 39        |
| len  | 41        |
| append   | 41        |
| Capacity   | 42        |
| make   | 43        |
| Emptying a Slice                                       | 44        |
| Declaring Your Slice                                   | 45        |
| Slicing Slices   | 46        |
| copy   | 49        |
| Converting Arrays to Slices                            | 50        |
| Converting Slices to Arrays                            | 51        |
| Strings and Runes and Bytes                            | 52        |
| Maps   | 56        |
| Reading and Writing a Map                              | 57        |
| The comma ok Idiom                                     | 58        |
| Deleting from Maps                                     | 59        |
| Emptying a Map   | 59        |
| Comparing Maps   | 59        |
| Using Maps as Sets                                     | 60        |
| Structs  | 61        |
| Anonymous Structs                                      | 63        |
| Comparing and Converting Structs                       | 64        |
| Exercises  | 65        |
| Wrapping Up  | 66        |
| <b>4. Blocks, Shadows, and Control Structures.....</b> | <b>67</b> |
| Blocks   | 67        |
| Shadowing Variables                                    | 68        |
| if   | 71        |
| for, Four Ways   | 72        |

|  |            |
|--|------------|
| The Complete for Statement                 | 72         |
| The Condition-Only for Statement           | 73         |
| The Infinite for Statement                 | 74         |
| break and continue                         | 75         |
| The for-range Statement                    | 76         |
| Labeling Your for Statements               | 82         |
| Choosing the Right for Statement           | 83         |
| switch                                     | 84         |
| Blank Switches                             | 87         |
| Choosing Between if and switch             | 89         |
| goto—Yes, goto                             | 89         |
| Exercises                                  | 92         |
| Wrapping Up                                | 92         |
| <b>5. Functions.....</b>                   | <b>93</b>  |
| Declaring and Calling Functions            | 93         |
| Simulating Named and Optional Parameters   | 94         |
| Variadic Input Parameters and Slices       | 95         |
| Multiple Return Values                     | 96         |
| Multiple Return Values Are Multiple Values | 97         |
| Ignoring Returned Values                   | 97         |
| Named Return Values                        | 98         |
| Blank Returns—Never Use These!             | 99         |
| Functions Are Values                       | 100        |
| Function Type Declarations                 | 103        |
| Anonymous Functions                        | 103        |
| Closures                                   | 105        |
| Passing Functions as Parameters            | 107        |
| Returning Functions from Functions         | 108        |
| defer                                      | 109        |
| Go Is Call by Value                        | 114        |
| Exercises                                  | 116        |
| Wrapping Up                                | 117        |
| <b>6. Pointers.....</b>                    | <b>119</b> |
| A Quick Pointer Primer                     | 119        |
| Don't Fear the Pointers                    | 123        |
| Pointers Indicate Mutable Parameters       | 125        |
| Pointers Are a Last Resort                 | 129        |
| Pointer Passing Performance                | 130        |
| The Zero Value Versus No Value             | 131        |
| The Difference Between Maps and Slices     | 131        |

|  |            |
|--|------------|
| Slices as Buffers  | 135        |
| Reducing the Garbage Collector’s Workload                | 136        |
| Tuning the Garbage Collector                             | 139        |
| Exercises  | 141        |
| Wrapping Up  | 141        |
| <b>7. Types, Methods, and Interfaces.....</b>            | <b>143</b> |
| Types in Go  | 143        |
| Methods  | 144        |
| Pointer Receivers and Value Receivers                    | 145        |
| Code Your Methods for nil Instances                      | 148        |
| Methods Are Functions Too                                | 149        |
| Functions Versus Methods                                 | 150        |
| Type Declarations Aren’t Inheritance                     | 150        |
| Types Are Executable Documentation                       | 151        |
| iota Is for Enumerations—Sometimes                       | 152        |
| Use Embedding for Composition                            | 154        |
| Embedding Is Not Inheritance                             | 156        |
| A Quick Lesson on Interfaces                             | 157        |
| Interfaces Are Type-Safe Duck Typing                     | 158        |
| Embedding and Interfaces                                 | 162        |
| Accept Interfaces, Return Structs                        | 162        |
| Interfaces and nil                                       | 164        |
| Interfaces Are Comparable                                | 165        |
| The Empty Interface Says Nothing                         | 166        |
| Type Assertions and Type Switches                        | 167        |
| Use Type Assertions and Type Switches Sparingly          | 170        |
| Function Types Are a Bridge to Interfaces                | 173        |
| Implicit Interfaces Make Dependency Injection Easier     | 174        |
| Wire   | 178        |
| Go Isn’t Particularly Object-Oriented (and That’s Great) | 178        |
| Exercises  | 178        |
| Wrapping Up  | 179        |
| <b>8. Generics.....</b>                                  | <b>181</b> |
| Generics Reduce Repetitive Code and Increase Type Safety | 181        |
| Introducing Generics in Go                               | 184        |
| Generic Functions Abstract Algorithms                    | 187        |
| Generics and Interfaces                                  | 188        |
| Use Type Terms to Specify Operators                      | 190        |
| Type Inference and Generics                              | 193        |
| Type Elements Limit Constants                            | 193        |

|  |            |
|--|------------|
| Combining Generic Functions with Generic Data Structures | 194        |
| More on comparable                                       | 196        |
| Things That Are Left Out                                 | 198        |
| Idiomatic Go and Generics                                | 199        |
| Adding Generics to the Standard Library                  | 201        |
| Future Features Unlocked                                 | 201        |
| Exercises  | 201        |
| Wrapping Up  | 202        |
| <b>9. Errors.....</b>                                    | <b>203</b> |
| How to Handle Errors: The Basics                         | 203        |
| Use Strings for Simple Errors                            | 205        |
| Sentinel Errors  | 205        |
| Errors Are Values  | 208        |
| Wrapping Errors  | 210        |
| Wrapping Multiple Errors                                 | 212        |
| Is and As  | 214        |
| Wrapping Errors with defer                               | 217        |
| panic and recover  | 218        |
| Getting a Stack Trace from an Error                      | 220        |
| Exercises  | 221        |
| Wrapping Up  | 221        |
| <b>10. Modules, Packages, and Imports.....</b>           | <b>223</b> |
| Repositories, Modules, and Packages                      | 223        |
| Using go.mod   | 224        |
| Use the go Directive to Manage Go Build Versions         | 225        |
| The require Directive                                    | 226        |
| Building Packages  | 227        |
| Importing and Exporting                                  | 227        |
| Creating and Accessing a Package                         | 227        |
| Naming Packages  | 230        |
| Overriding a Package's Name                              | 230        |
| Documenting Your Code with Go Doc Comments               | 231        |
| Using the internal Package                               | 234        |
| Avoiding Circular Dependencies                           | 235        |
| Organizing Your Module                                   | 236        |
| Gracefully Renaming and Reorganizing Your API            | 238        |
| Avoiding the init Function if Possible                   | 239        |
| Working with Modules                                     | 240        |
| Importing Third-Party Code                               | 240        |
| Working with Versions                                    | 245        |

|  |            |
|--|------------|
| Minimal Version Selection  | 247        |
| Updating to Compatible Versions                                    | 248        |
| Updating to Incompatible Versions                                  | 248        |
| Vendoring  | 250        |
| Using <code>pkg.go.dev</code>                                      | 251        |
| Publishing Your Module   | 251        |
| Versioning Your Module   | 252        |
| Overriding Dependencies  | 254        |
| Retracting a Version of Your Module                                | 255        |
| Using Workspaces to Modify Modules Simultaneously                  | 255        |
| Module Proxy Servers   | 259        |
| Specifying a Proxy Server  | 259        |
| Using Private Repositories   | 260        |
| Additional Details   | 260        |
| Exercises  | 261        |
| Wrapping Up  | 261        |
| <b>11. Go Tooling.....</b>   | <b>263</b> |
| Using <code>go run</code> to Try Out Small Programs                | 263        |
| Adding Third-Party Tools with <code>go install</code>              | 264        |
| Improving Import Formatting with <code>goimports</code>            | 266        |
| Using Code-Quality Scanners  | 267        |
| <code>staticcheck</code>   | 268        |
| <code>revive</code>  | 269        |
| <code>golangci-lint</code>   | 270        |
| Using <code>govulncheck</code> to Scan for Vulnerable Dependencies | 272        |
| Embedding Content into Your Program                                | 274        |
| Embedding Hidden Files   | 277        |
| Using <code>go generate</code>                                     | 278        |
| Working with <code>go generate</code> and Makefiles                | 281        |
| Reading the Build Info Inside a Go Binary                          | 281        |
| Building Go Binaries for Other Platforms                           | 283        |
| Using Build Tags   | 284        |
| Testing Versions of Go   | 285        |
| Using <code>go help</code> to Learn More About Go Tooling          | 286        |
| Exercises  | 286        |
| Wrapping Up  | 286        |
| <b>12. Concurrency in Go.....</b>                                  | <b>287</b> |
| When to Use Concurrency  | 287        |
| Goroutines   | 289        |
| Channels   | 291        |

|   |            |
|---|------------|
| Reading, Writing, and Buffering                   | 291        |
| Using for-range and Channels                      | 292        |
| Closing a Channel                                 | 292        |
| Understanding How Channels Behave                 | 293        |
| select  | 294        |
| Concurrency Practices and Patterns                | 297        |
| Keep Your APIs Concurrency-Free                   | 297        |
| Goroutines, for Loops, and Varying Variables      | 298        |
| Always Clean Up Your Goroutines                   | 299        |
| Use the Context to Terminate Goroutines           | 300        |
| Know When to Use Buffered and Unbuffered Channels | 301        |
| Implement Backpressure                            | 302        |
| Turn Off a case in a select                       | 304        |
| Time Out Code                                     | 304        |
| Use WaitGroups                                    | 306        |
| Run Code Exactly Once                             | 308        |
| Put Your Concurrent Tools Together                | 309        |
| When to Use Mutexes Instead of Channels           | 313        |
| Atoms—You Probably Don’t Need These               | 317        |
| Where to Learn More About Concurrency             | 317        |
| Exercises   | 317        |
| Wrapping Up                                       | 318        |
| <b>13. The Standard Library.....</b>              | <b>319</b> |
| io and Friends                                    | 319        |
| time  | 324        |
| Monotonic Time                                    | 326        |
| Timers and Timeouts                               | 327        |
| encoding/json                                     | 327        |
| Using Struct Tags to Add Metadata                 | 327        |
| Unmarshaling and Marshaling                       | 329        |
| JSON, Readers, and Writers                        | 330        |
| Encoding and Decoding JSON Streams                | 331        |
| Custom JSON Parsing                               | 332        |
| net/http  | 336        |
| The Client  | 336        |
| The Server  | 337        |
| ResponseController                                | 342        |
| Structured Logging                                | 344        |
| Exercises   | 347        |
| Wrapping Up                                       | 347        |

|  |            |
|--|------------|
| <b>14. The Context.....</b>                                  | <b>349</b> |
| What Is the Context?   | 349        |
| Values   | 352        |
| Cancellation   | 358        |
| Contexts with Deadlines                                      | 363        |
| Context Cancellation in Your Own Code                        | 367        |
| Exercises  | 368        |
| Wrapping Up  | 369        |
| <b>15. Writing Tests.....</b>                                | <b>371</b> |
| Understanding the Basics of Testing                          | 371        |
| Reporting Test Failures                                      | 373        |
| Setting Up and Tearing Down                                  | 373        |
| Testing with Environment Variables                           | 376        |
| Storing Sample Test Data                                     | 376        |
| Caching Test Results   | 377        |
| Testing Your Public API                                      | 377        |
| Using go-cmp to Compare Test Results                         | 378        |
| Running Table Tests  | 380        |
| Running Tests Concurrently                                   | 382        |
| Checking Your Code Coverage                                  | 384        |
| Fuzzing  | 386        |
| Using Benchmarks   | 393        |
| Using Stubs in Go  | 397        |
| Using httptest   | 402        |
| Using Integration Tests and Build Tags                       | 405        |
| Finding Concurrency Problems with the Data Race Detector     | 406        |
| Exercises  | 408        |
| Wrapping Up  | 408        |
| <b>16. Here Be Dragons: Reflect, Unsafe, and Cgo.....</b>    | <b>409</b> |
| Reflection Lets You Work with Types at Runtime               | 410        |
| Types, Kinds, and Values                                     | 411        |
| Make New Values  | 415        |
| Use Reflection to Check If an Interface's Value Is nil       | 417        |
| Use Reflection to Write a Data Marshaler                     | 417        |
| Build Functions with Reflection to Automate Repetitive Tasks | 422        |
| You Can Build Structs with Reflection, but Don't             | 423        |
| Reflection Can't Make Methods                                | 424        |
| Use Reflection Only if It's Worthwhile                       | 424        |
| unsafe Is Unsafe   | 425        |
| Using Sizeof and Offsetof                                    | 426        |

|  |            |
|--|------------|
| Using unsafe to Convert External Binary Data | 428        |
| Accessing Unexported Fields                  | 432        |
| Using unsafe Tools                           | 433        |
| Cgo Is for Integration, Not Performance      | 433        |
| Exercises                                    | 438        |
| Wrapping Up                                  | 438        |
| <b>Index.....</b>                            | <b>441</b> |

