References for today:

1. https://golang.org/pkg/os/
2. https://golang.org/src/os/file.go?s=9477:9516#L309
3. https://golang.org/src/bufio/bufio.go
4. https://golang.org/pkg/bufio/

Notes (Constant):

https://docs.google.com/document/d/1KvMTCVuUDk53OR12tXbof8Lv1oQmwBOwKN5W_q_LUhA/edit?usp=sharing

Assignments:

1. Test what is the size of string that you can write to a file at once
2. If there is any default size or limitation then dig down to documentation to search the size or any comment
3. Read and Practice bufio
4. Application of buffers

10.05.2021

Topic:

1. files and file systems
2. streams and buffer
3. ioutil and time pkg
4. Go module overview

Files and file system

1. Reading a file
2. Writing a file
    a. io method
        i. Create a file (os.create)
        ii. Use io.WriteString
        iii. Full code here
    b. Writing bytes method

.Open a file (os.Open) / create a file (os.create)
i.Create bytes ([ ]byte { })
ii.Write to file (opened or created above) (f.WriteString)
iii.Full code here

c. bufio method

.Open a file (os.Open) / create a file (os.create)
i.Create buffer writer bufio.NewWriter
ii.Write string (bufio.NewWriter.WriteString)
iii.Full code here

3. **Buffer:** same like buffering (common term). When there (could be) is time lag between data received and data process, it is better to load it into a buffer. This way we can access data without lag.

a.

4.