Golang Weekly

READ ON THE WEB

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why have a scheduler?

goroutines are user-space threads.

o conceptually similar to kernel threads managed by the OS, but
managed entirely by the Go runtime.

▶ **The Scheduler Saga** — A great 30 minute talk digging into the internals of Go runtime's scheduler, the 'behind-the-scenes orchestrator of Go programs'. If you want to understand how your Go programs are being run, watch this - you'll learn a lot.
KAVYA JOSHI

Error Handling and Where 'Go2' Gets It Wrong — An experienced Go developer looks at Go's approach to error handling and lays out his thoughts on the Go2 error handling proposal. Liam Breck has some criticisms of the proposal too.
TIT PETRIC

Enabling Module Support for Go v1.11 in CircleCI — A typical Go project on CircleCI will have a config that starts like this.
CIRCLECI SPONSOR

Migrating Passenger from C++ to Go? — A look at why Go could be a good choice for Passenger (a popular web application server that began in the Ruby and Rails worlds), along with an invitation for community input on the matter.
PHUSION

Optimizing an Already Fast Go Application — scc is a fast 'code counter' for counting the number of lines of code and comments in source code for numerous languages. This post digs deep into how its author has sought to make it even faster.
BEN BOYTER

A Fast, Thread-Safe Bloom Filter — A bloom filter implementation that promises to be 'face-meltingly fast' and can also optimize its own size for the collision probabilities of your choice.
BARRY ALLARD

☐ Jobs

Mid-level & Senior Backend Go Engineers - North America (Remote) — Help us build & deliver reliable solutions for our clients. We are a high-performance software development firm.
ARDAN LABS

Try Vettery — Create a profile to connect with inspiring companies seeking Go devs.
VETTERY

☐ Tutorials

[Carving Up Rocket Photos from Unsplash with Go 1.11](#) — A fast-paced tutorial that reads
images from Unsplash and applies seam carving to them. Read on to find out what "seam carving" is…
THIERRY SCHELLENBACH (STREAM)

[Record and Visualize Sound with Go](#) — The example uses Simple DirectMedia Layer to draw a sound
wave. Refer to [this previous post](#) to record the sound first.
MICHAEL LESNIAK

[Build a Netflix Style Video Platform - Golang API Client](#) — Play videos at the same quality &
speed as Netflix & YouTube. API clients for all major languages.
BITMOVIN SPONSOR

[Debug a Go App in Kubernetes from an IDE](#) — A useful tip and creating a "debug" build process for
your k8s-hosted Go application and being able to live-debug in an IDE (Goland in the post.)
SEB ALLAMAND

[Log Deletion on an ELK Stack using Go](#)
MARIO ZUPAN

[A Handmade Mutex in 28 Lines of Go](#)
ALEXANDER BORISOV

☐ Tools & Code

[Ants: A High-Performance Goroutine Pool](#) — If your program is designed to generate a large
number of goroutines, Ants can automatically manage and recycle them.
ANDY PAN

[Manifold is the Marketplace for Independent Developer Services](#) ☐
MANIFOLD SPONSOR

[Go vs. Python in Code Examples](#) — It's pretty neat to be able to compare syntax side by side.
PETER BENGTSSON AND OTHERS

[pdfcpu: A PDF Processor Written in Go](#) — *"an effort to build a PDF processing library from the
ground up written in Go with strong support for batch processing via a rich command line"*
HORST RUTTER

[Buffalo v0.13 Beta 1 Released](#) — [Buffalo](#) is a popular Go webapp framework/set of tools. The most
interesting change is Go Modules support, but there are some other nice additions here, too.
ANTONIO PAGANO

[GORM: A 'Developer Friendly' ORM Library](#)
JINZHU

[ql: A Pure Go Embedded SQL Database](#)
GITHUB

[Catch Go Errors Before Users Do](#)
ROLLBAR SPONSOR

[webauthn: Integate with the Web Authentication API from Go](#)
KOEN VLASWINKEL

Tarsgo: A High Performance Microservice Framework

TARSCLOUD

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