Golang Weekly

Go Newsletter

Issue 100 — March 10, 2016

FEATURED

10 Million Concurrent WebSockets

A look at how using a stock debian-8 image and a Go-backed server, you can handle 10M concurrent connections with low throughput and moderate jitter.
GOROUTINES

SSH Tron: A Multiplayer Tron Game over SSH `CODE`

Built in just 20 hours at a hackathon, this is a SSH-based game written in Go. If you don't want to compile it yourself just `ssh eu.sshtron.zachlatta.com` to play a demo.
ZACH LATTA

Working with Redis

An extensive tutorial on using Redis, the high performance data structure server, from Go.
ALEX EDWARDS

Download free eBook: Continuous Integration and Continuous Delivery with Docker

Continuous Delivery is all about reducing risk and delivering value faster by producing reliable software in short iterations. In this free eBook we take a look at how to set up a Continuous Delivery Pipeline with Docker and containers.
CODESHIP <mark>SPONSORED</mark>

git-freeze: Easy Go Vendoring via Git Submodules `TOOLS`

`git freeze` will submodule all git-package Go imports from `./...` into `vendor/`
NICEROBOT

cpustat: High Frequency Performance Measurement for Linux `CODE`

This is essentially a more precise, higher frequency alternative to 'top' and includes a colorful scrolling dashboard view to see the results in real-time.
UBER COMMON

Practical Go: Using Google Drive And Calendar `TUTORIAL`

A code-heavy tutorial demonstrating how to interact with Google Calendar and Google Drive from Go.
JACOB MARTIN

How to Build a Simple Chat App in Go `TUTORIAL`

A practical, well written tutorial demonstrating how Go's concurrency features make writing a chat server trivial.
ALLAN MAXWELL BLAIR

JOBS

IN BRIEF

Proposal: Add /x/net/context to the Standard Library `NEWS`
BRAD FITZPATRICK

proposal: Improve Channels for M:N Producer/Consumer Scenarios `NEWS`
ANDREW HARDING

Go Application Error Capturing: Flexible and Powerful `TOOLS`
Stop wasting time searching log files, automate error capturing! Start your 30 day free trial now.
AIRBRAKE.IO `SPONSORED`

Practical Go: Using WebSockets `TUTORIAL`
An introduction to using WebSockets from the Go POV.
JACOB MARTIN

Property-Based Testing in Go `TUTORIAL`
CHRIS JAMES

The Couchbase Sub-Document API for Go `TUTORIAL`
TODD GREENSTEIN

Monitoring Microservices with Synthetic Transactions in Go `TUTORIAL`
KEN GRØNNBECK

Using Golang and JSON for Kafka Consumption With High Throughput `TUTORIAL`
TRAVIS JEFFERY

Who Is Using Go? `OPINION`
A brief discussion on Reddit with some uses for Go.
REDDIT

Monitoring: Go real-time `TOOLS`
Track any metric via ExpVars, then instantly graph, set alerts, and correlate with perf throughout your stack.
DATADOG `SPONSORED`

Regen: Generate Random Strings From Go/RE2 Regular Expressions `TOOLS` `CODE`
NOEL COWER

Harpoon: A GitHub WebHook Server Written in Go `CODE`
ALEXANDRE GRISON