

[« Prev](#)[Next »](#)

## Go Newsletter

Issue 88 — December 10, 2015

### FEATURED

#### The Cost and Complexity of Cgo

[Cgo](#) lets Go packages call C code (or code with C bindings) but you need to take care with overheads, memory management, and more.

TOBIAS SCHOTTDORF

#### Go GC: Prioritizing Low Latency and Simplicity VIDEO

Rick Hudson discusses the motivation, performance, and technical challenges of Go's low latency concurrent garbage collection and why the approach fits Go well.

INFOQ

#### Are Go Maps Sensitive to Data Races?

"[N]o, there is nothing wrong with Go's map implementation. But if there is nothing wrong with the implementation, why do maps and panic reports commonly find themselves in close proximity?"

DAVE CHENEY

#### The Ultimate Guide to Building Database Driven Apps with Go



VividCortex

This free ebook contains years of collected wisdom from experts and is the fastest way to learn how to connect to a database from Go programs. After reading, you'll know how to use database/sql properly, avoiding many mistakes and ensuring high performance and correct code.

VIVID CORTEX SPONSORED

#### Smart Cryptography with Superdog and Vault

Superdog is a library for managing strong cryptography in development and test environments. It also includes a wrapper to [Vault](#) to manage your keys.

BRIAN KETELSEN

#### TiDB Alpha: An ACID-Compliant RDBMS Written in Go CODE

A distributed SQL database with the best features of both traditional RDBMS and NoSQL. It's compatible with MySQL's protocols so you can just drop it in.

PINGCAP

#### Integration Testing in Go using Docker TUTORIAL

A look at integration testing by having dependencies (such as MySQL) running in Docker containers. [Dockertest](#) will also help you accomplish this.

IVAN DANILUK

#### Go 1.5.2 Released NEWS

Minor release with [bug fixes](#) to the compiler, linker, and the mime/multipart, net, and runtime packages.

CHRIS BROADFOOT

### IN BRIEF

## GopherCon 2016 Call for Proposals Coming Soon NEWS

GopherCon 2016 takes place in Denver, Colorado next July 11-13. The CFP isn't open till January 1, but there's a lot of info already for anyone interested.

GOPHERCON

## Gb 0.3.4 Released NEWS TOOLS

DAVE CHENEY

## Mastering Concurrency in Go TUTORIAL

Learn how to use channels and idiomatic Go to build processor-efficient applications.

OUTLEARN SPONSORED

## Hooking libc using Go Shared Libraries TUTORIAL

MATT BOSTOCK

## 6 Go Proverbs Illustrated with Code Examples TUTORIAL

GREG OSURI

## SSLv2 redux: Patching Go crypto/tls to Work with IE6 TUTORIAL CODE

Only do this if you really have to.

FILIPPO VALSORDA

## Monitoring: Go real-time TOOLS

Track any metric via ExpVars, then instantly graph, set alerts, and correlate with perf throughout your stack.

DATADOG SPONSORED

## Snap: A Powerful Telemetry Framework from Intel CODE

Snap is a plugin-based framework for enabling the gathering of telemetry from systems.

INTEL SDI

## dsv: A Library for Working with Delimited Separated Values (DSV) CODE

MHD SULHAN

## Rend: An In-Progress Memcached Proxy from Netflix CODE

A memcached proxy that manages data chunking and L1 / L2 caches.

NETFLIX, INC.

## rexdep: Roughly Extract Dependency Relations from Source Code CODE

Not aimed at Go code specifically, but for use with code generically.

ITCHYNY

## Engine: A 2D Game Engine for Linux, Written in Go CODE

XQJOC

[« Prev](#)

[Next »](#)

Want to subscribe? Enter your address here

Subscribe now »

Easy to unsubscribe at any time. Your e-mail address [is safe](#) — here's [our privacy policy](#).