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#234 — OCTOBER 25, 2018

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Golang Weekly

GoDoc Playground

```
1 // Write your go code in the editor on the left and watch it previewed
2 //
3 // Features
4 //
5 // * Supports all the GoDoc syntax
6 //
7 // * That's because this is using the actual godoc renderer compiled t
8 //
9 // * You don't even have to give a full working sample: unresolved sym
10 package mypackage
11
```

The Go Programming Language

Package mypackage

```
import "mypackage"
```

GoDoc Playground: Experiment with GoDoc Formatting in Real Time — A neat online tool for playing with the GoDoc code documentation syntax and seeing how changes affect things in real time. Sure, you can do this locally, but I find doing things with a real time update really helps the learning process.

BRADLEY KEMP

Proposal: Make Incompatible Changes From Go 1 to Go 2 Breaking As Little As Possible — “If the [proposal](#) works as planned, then in an important sense there never will be a Go 2. Or, to put it a different way, we will slowly transition to new language and library features.” Rather than break things for a fresh new version 2, gradual improvements could make life easier.

IAN LANCE TAYLOR

Level Up ‘go test’ with ‘gotestsum’ — How to make the output of go tests more useful for local development as well as for CircleCI.

CIRCLECI SPONSOR

Go 101: An Online Guide to Go Syntax and Semantics — An online book aimed at developers who want to poke around with some of the details of Go. The [tips](#) and [details](#) pages are where the bulk of the value is.

TAPIRLIU

Participate in the 2018 Go Company Questionnaire — The core Go team are keen to hear from you if you work at a *company* using Go. It's a 7 minute questionnaire that will help them improve the experience for commercial users. Closes October 30th.

RAN TAO AND STEVE FRANCA

PDF: The Past, Present, and Future of Go 2 — Yes, a slidedeck, but packed with interesting info and examples.

DAVE CHENEY

► **CSVQL: Building Something to Serve CSV with SQL** — Francesc and his popular JustForFunc series are back - this time he starts work on a simple SQL-based frontend for serving up CSV-based data using [go-mysql-server](#)

FRANCESC CAMPOY

☐ **Jobs**

Architect, Senior Software Engineer - Subscriptions (SF) — Operating at massive scale, Twitch Subs is seeking a Senior Architect to experiment, build and scale solutions across our organization.
TWITCH

Join Our Career Marketplace & Get Matched With A Job You Love — Through Hired, software engineers have transparency into salary offers, competing opportunities, and job details.
HIRED

□ Tutorials

Reverse Geocoding Coordinates to Addresses in Go

NIC RABOY

How to Build a Single-Page App with Go and Vue — Learn how to build comprehensive single-page apps using Go and Vue.

KLEBER CORREIA

Refactorings in GoLand IDE: Deep Code Insight and Smart Undo — Learn how these essential development tasks can be performed safer & quicker.

JETBRAINS SPONSOR

Go Concurrency Patterns — A couple of patterns to leverage for different use cases along with some solid advice.

FREW SCHMIDT

► **Creating a Fake 3D Tunnel Effect in Go** — One for the creative/graphics programmers, particularly if you dig 90s-style demo effects. Fun!

GOAFTER DARK

Doing Well by Doing Bad: Writing Bad Code with Go — Perhaps less a tutorial and more a *satirical* take on ways to make your Go code worse. Sometimes it's valuable to reflect on what *not* to do(!)

JON BODNER

How to Black Box Test a Go App with.. Ruby!? — This approach might suit you if Ruby is in your stack and you have a rather specific use case..

DMITRIY LUTSKO

► **How Do You Structure Your Go Apps?** — There is almost always more than one answer and it can be tricky to decide what will work best. *43 mins.*

KAT ZIEN

Using `go mod download` to Speed Up Go Docker Builds

PETER MALINA

□ Code & Tools

Ebiten: A Simple 2D Game Library for Go — The [latest release](#) includes an experimental WebAssembly port, polygon support, and multi monitor support.

HAJIME HOSHI

Using Heptio Ark to Back Up and Restore Kubernetes Objects on DigitalOcean

DIGITALOCEAN SPONSOR

Litter: A Pretty Printer for Go Data Structures — Handy for debugging and testing.

SANITY

[Godown: A Distributed, Fault-Tolerant Key-Value Store Built in Go](#) — Uses the Raft protocol for consensus and natively supports strings, bitmaps, maps, and lists.
IGOR GERMAN

[progressbar: A Basic, Thread-Safe Progress Bar](#)
ZACK SCHOLL

[movingtriangle: A Basic Example of Using macOS's Metal API from Go](#) — Metal is a low-level 3D graphic and compute shader API programming interface. The [code](#) is reasonably straightforward.
DMITRI SHURALYOV

[Ultimate Plumber: A Tool for Creating Linux Pipes with Instant Live Preview](#) — It's increasingly the case we're linking to cool things *built with* Go than Go libraries themselves and this is no exception.
MATEUSZ CZAPLIŃSKI

[resty: Simple HTTP and REST Client Library for Go](#)
JEEVANANDAMM

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