Golang Weekly

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Go Newsletter

Issue 152 — March 23, 2017

FEATURED

A Go and OpenGL Tutorial

A three-part tutorial covering the basics of OpenGL graphics API in Go by reimplementing Conway's Game of Life from scratch using go-gl.

KYLE W. BANKS

Changes A Rust Developer Would Make to Go

One person's (detailed and well-supported) opinion on how Go could improve with examples in Rust. JESSE HALLETT

Why Go?

Three reasons why Go is an important language by one of its biggest contributors.

DAVE CHENEY

Host your next Go project on the affordable and powerful Linode platform.

Linode offers a simple, easy and powerful platform to host your next project. Now you can get 2GB of RAM for only \$10/mo. Want to get started? Use promo code 'GO20' for \$20 credit on a new account. LINODE SPONSORED

Hopfield Networks in Go

A Hopfield network is a form of recurrent artificial neural network. This post introduces the concept and shows off a Go implementation.

MILOS GAJDOS

Goggles: A GUI For Your GOPATH

Browse and search local packages, view documentation, open project repositories, etc. Uses Gallium, a Go Chromium wrapper.

KYLE BANKS

Giving 'dep' A Try: Using The Go Dependency Tool with piladb

FERNANDO ÁLVAREZ

JOBS

Software Engineer, Golang - Remote

Statement Campus is a fully remote company. Our architecture is based on the use of Microservices, and we use Go as programming language.

STATEMENT CAMPUS

Golang/Backend Engineer @ Poki (Amsterdam, the Netherlands)

From monolith to microservices, and all the impact around it. Join us building the ultimate online playground for kids of all ages.

POKI

IN BRIEF

Go Adds Support for OpenBSD's 'pledge' Syscall-Restricting Mechanism NEWS

GOOGLESOURCE.COM

Donate to Send Women Who Go to Gophercon NEWS

SARAH ADAMS

Implementing a Debugger (1 of 2): Make the world a less magical place. TUTORIAL

In this blog, we dive into the guts of debuggers and systems programming to see what they do, and how they work.

BACKTRACE SPONSORED

A Guide to Effective Logging in Go TUTORIAL

From basic logging with the standard library to standardized logging with third-party tools.

LOGMATIC

Understanding Gorilla Mux: A URL Router and Dispatcher TUTORIAL

Includes defining routes, queries, host-based matches, and many other features.

NAREN ARYA

Comparing Git Trees in Go TUTORIAL

ALBERTO CORTÉS

Port Forwarding with Go TUTORIAL

MARIO ZUPAN

Halftoning with Go, Part 2 TUTORIAL

Halftoning is a way to reproduce an image using dots of varying size and spacing.

MAX HALFORD

Packaging and Deploying Go Applications to AWS using Semaphore TUTORIAL

KULSHEKHAR KABRA

Automatic Stackdriver Tracing for gRPC TUTORIAL

GO, THE UNWRITTEN PARTS

Server Side Caching with Go TUTORIAL

GUILHERME OENNING

Best Practices for Building Minimal Docker Images

In this eBook, we will look at ways to streamline your Docker image as small as possible, using code examples to highlight strategies.

CODESHIP SPONSORED

One Year Using Go STORY

How Bugfender fared with Go, the frameworks they chose, and what they'd do differently today.

ALEIX VENTAYOL

A High-Level Comparison of Node and Go OPINION

Includes syntactical comparisons and performance benchmarks.

JOHN STAMATAKOS

go-sumtype: A Utility for Running Exhaustiveness Checks on 'Sum Types' TOOLS

ANDREW GALLANT

strit: String Processing Pipelines CODE

Adds a DSL around iterating, filtering, and transforming strings so operations can be pipelined.

MAXIM

Gobot 1.3 Released: A Go-Powered Robotics Framework CODE

Now supports the BBC Microbit and DragonBoard.

RON EVANS

An Awesome Way to Do Configuration in Go? CODE

ALAN BRAITHWAITE

instrumentedsql: A SQL Driver That Will Wrap Other Drivers to Log Their Calls CODE

EXPANSIVE WORLDS

ctop: Concise Commandline Monitoring for Containers CODE

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