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Go Newsletter

Issue 75 — September 10, 2015

FEATURED

Composable Go Services Using Libchan TUTORIAL

libchan is a networking library that lets network services communicate in a similar way to goroutines using channels. By connecting things with libchan instead of standard Go channels, you can switch the transport without altering business logic in the code.

BRENDAN FOSBERRY

Termloop: A Terminal-based Game Engine for Go CODE

Built on top of Termbox, Termloop presents a compelling option for making Terminal-based games in Go. Includes things like collision detection, timers, logging, level maps, etc.

JOEL AUTERSON

Go Plugin for IntelliJ: A Go IDE for the IntelliJ Platform TOOLS

Several developers are working on a Go plugin for IntelliJ based IDEs. Supports all JetBrains IDEs based on IntelliJ Platform >= 141.2 such as WebStorm 10.

EWAN CHOU ET AL.

RedisGreen - Fully-Managed Redis with Auto-Scaling and High Availability

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Ruby and Go Sitting in a Tree TUTORIAL

A look at how to build a Ruby gem built around a Go based native extension, a possibility enabled by Go 1.5's c-shared build mode.

DOTAN NAHUM

Interview with Hyang-ah Kim, Core Developer on the Go Mobile Project

"I am mostly focusing on the use of Go to develop libraries for mobile apps. [...] Over the next year or two, I hope people will consider Go as an attractive alternative to C/C++ in mobile app development."

SATISH TALIM

Proposal for A Go Interpreter

A tentative proposal for an embeddable Go interpreter that could be embedded inside another Go application to provide scripting opportunities.

ELLIOTT STONEHAM

Performance Regression in Go 1.5

A look at how the results of the [Computer Language Benchmarks Game](#) benchmarks on Go 1.5 vs 1.4 vary and how GC changes in Go 1.5 make certain types of code slower.

YOKOHAMA KAIDASHI KIKOU

JOBS

[Golang Database/Distributed Systems Engineer at InfluxDB \(anywhere\)](#)

If you've got a background building databases or distributed systems and want to store and process data at scale using Go, please apply.

INFLUXDB

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IN BRIEF

Sorting Inventory Items (i.e. Complex Data) in Go TUTORIAL

ADAMPRESLEY

Building a URL Shortener Web Service with MongoDB and Go TUTORIAL

MINA ANDRAWOS

Complex JSON Handling in Go TUTORIAL

KOTAN CODE

Go, Cloud Endpoints and App Engine TUTORIAL

SATISH TALIM

Working with Time in Go TUTORIAL

JOYREXUS

From Python to Go: Migrating An Entire API OPINION

A quick case study.

REPUSTATE

Don't Condemn Go To Repeat Past Mistakes OPINION

MATT BUTCHER

What Golang UK Taught Me About Community OPINION

NICOLAS GARNIER

NATS: Open Source, High Performance Cloud Native Messaging System TOOLS

The core gnatsd server is written in Go, and Apcera maintains official clients for Go, Node, and Ruby.

APCERA

rtp-bot: A Bot For Remote Server Monitoring Over SSH CODE

RAPIDLOOP

go-amazon-product-api: Wrapper for the Amazon Product Advertising API CODE

COLIN EDWARDS

dex: An Open Source OpenID Connect Identity Provider CODE

A federated identity management service that provides OpenID Connect (OIDC) to users.

COREOS

Picasso: A Go Image Composer CODE

Lets you join images together in various configurations of your choosing.

DEIVIN SARJAS

MarGopher: Markov Chain Random Text Generator CODE

AHMED SALEH

Go Router: Simple, Compact and Fast Router Package for HTTP Requests CODE

IGOR DOLZHIKOV

Kingshard: A High-Performance Proxy for MySQL CODE

CHEN FEI

TiDB: A Distributed SQL Database Written in Go CODE

Inspired by the design of Google F1, TiDB is a distributed SQL database with the best features of both traditional RDBMS and NoSQL. Still early days and not recommended for production.

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