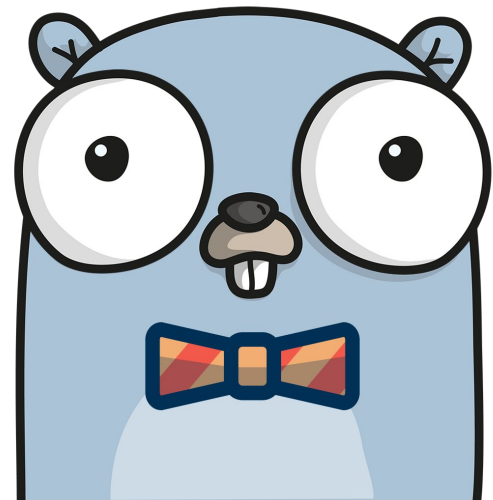
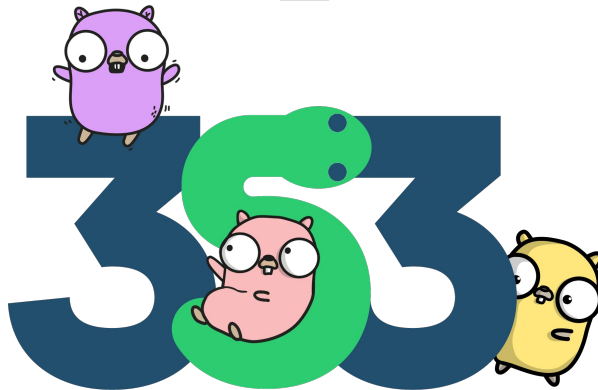
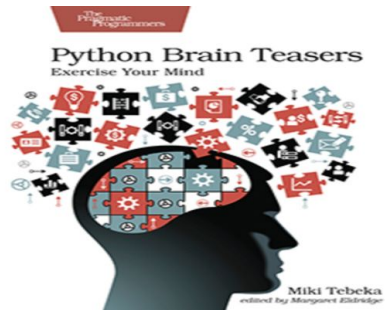
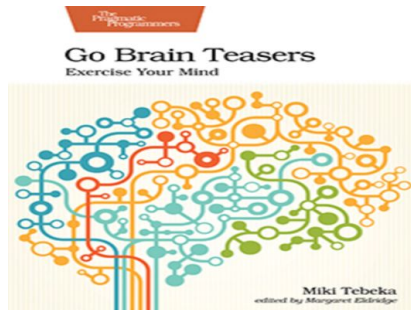


# Practical $\Rightarrow$ GO For Developers



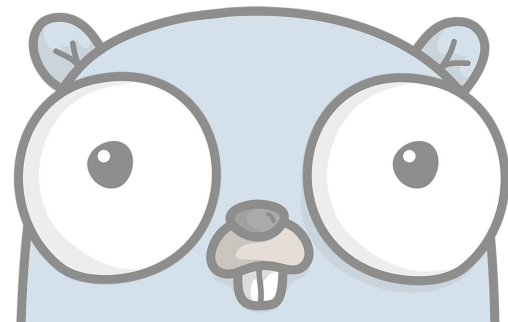
# miki @tebeka

CEO, CTO, UFO ...



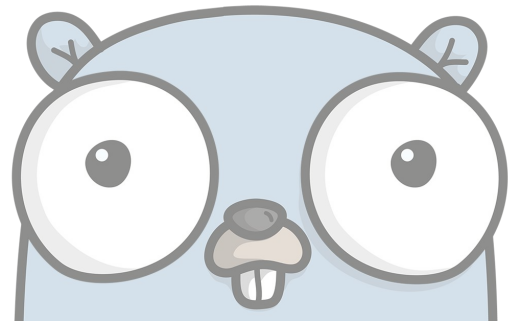
# Background

- Developed and backed by Google
  - Robert Griesemer, Rob Pike and Ken Thompson
- Open sourced November 2009
- Version 1 March 2012



# Notable Users

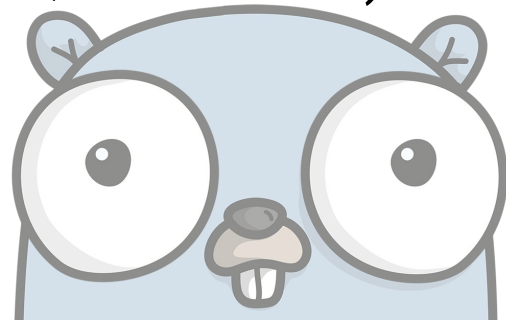
- Google
  - [dl.google.com](https://dl.google.com)
- Docker & Kubernetes are written in Go
- AT&T
- Facebook
- Netflix
- And many more ... (see [here](#))



Why Go?

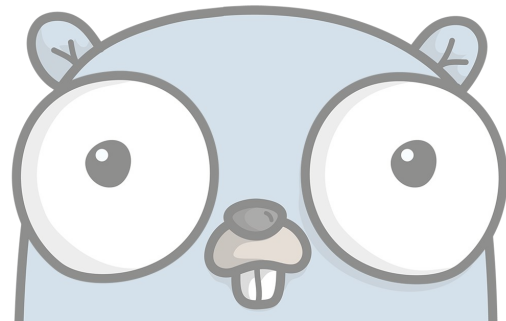
# Built for Modern Times

- The free lunch is over
  - goroutines
  - channels
- The C10k problem
  - goroutines
  - Production ready HTTP server (TLS, HTTP 2 ...)



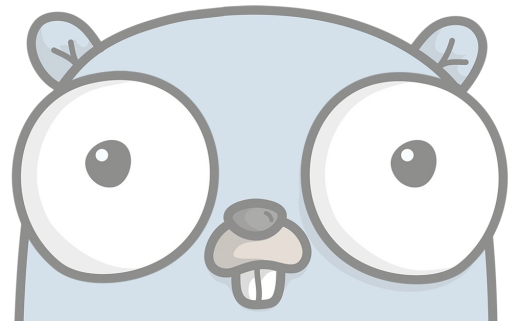
# Built for Large Teams

- Small language
  - C based syntax
- Simple language
  - Easy to understand & maintain
- Module system
  - Reusability
- Interfaces
  - Modularity



# Robust & Productive

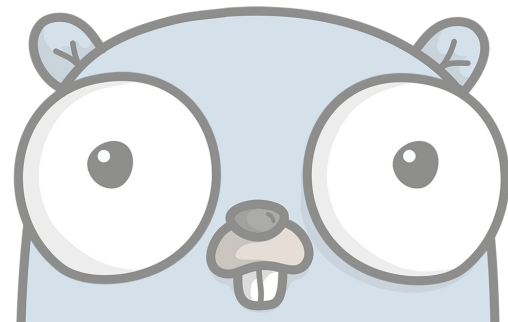
- Static types
  - Yet feels dynamic
- Garbage collector
  - Sub millisecond pauses
- Rich & mature standard library
- Fast compilation
- Forces you to check errors





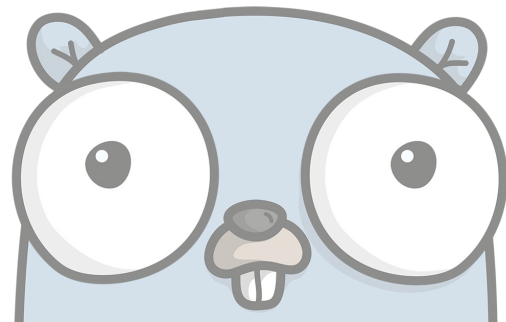
# Great Tooling

- The go tool
  - build, run, test, benchmark, install ...
- Modules
  - Dependency management
- Build in profiler & tracer
  - With web interface
- Built in logging & metrics
- A lot of 3<sup>rd</sup> party modules



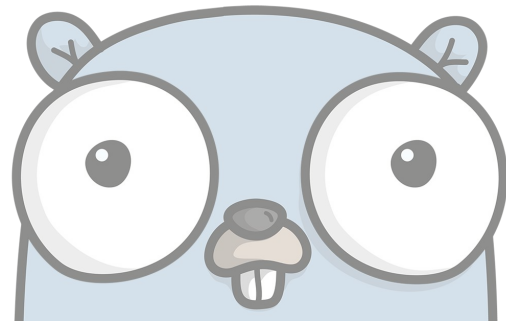
# Will Save You Money

- [iron.io](https://iron.io) went down from 30 to 2 servers
- Compiles to static executable
  - Easy deployment
- Stable API
- Easy to cross compile



# Great Community

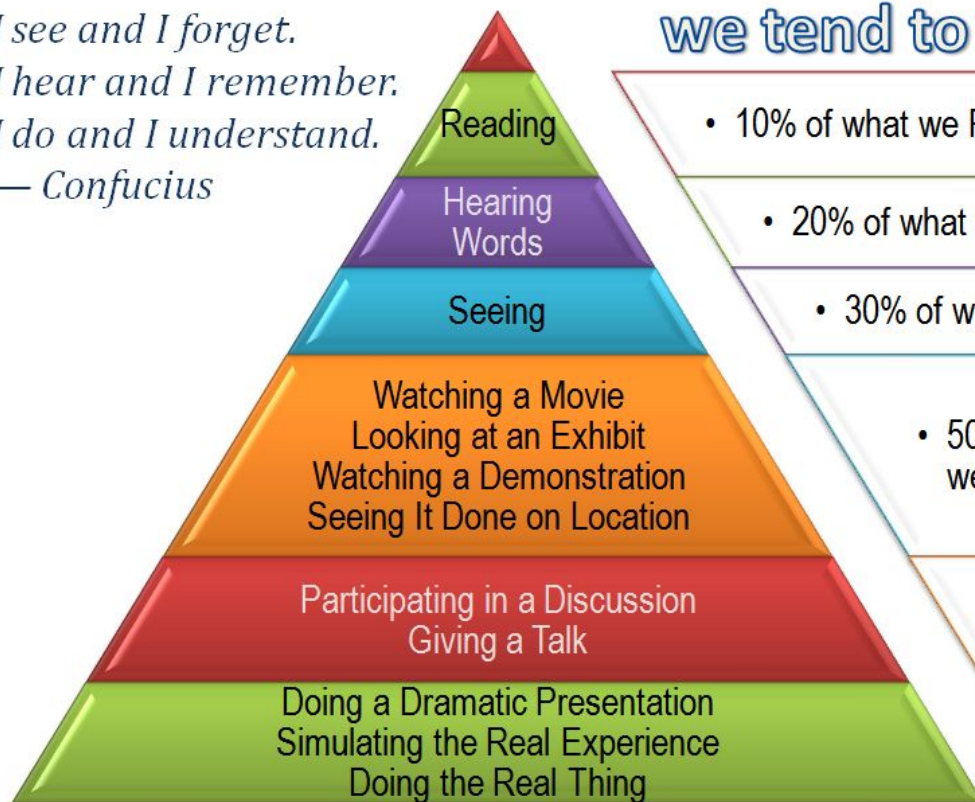
- People *will* help you
- A lot of reference material
  - [A Tour of Go](#)
  - [The Go Programming Language](#)
- GopherCon [conferences](#)
- [Meetups](#)



**The vodka is  
good, but the  
meat is rotten.**

# The Cone of Learning

*I see and I forget.  
I hear and I remember.  
I do and I understand.*  
— Confucius



After 2 weeks,  
we tend to remember ...

- 10% of what we READ
- 20% of what we HEAR
- 30% of what we SEE
- 50% of what we SEE & HEAR
- 70% of what we SAY
- 90% of what we SAY & DO

P  
a  
s  
s  
i  
v  
e

A  
c  
t  
i  
v  
e

You learn something by  
doing it yourself, by asking  
questions, by thinking, and  
by experimenting.

*Richard Feynman*



# Let's Roll!

