

Basic of Go programming





Hello Go



About Go

Compiled language
Modern and Fast
Powerful of standard library
Concurrency build-in
Static language
Perform garbage collection
Designed for multi-core computers



Go's inspiration

C => statement and expression syntax

Pascal => declaration syntax

Modula/Oberon 2 => package

CSP/Occam/Limbo => concurrency

BCPL => the semicolon rule

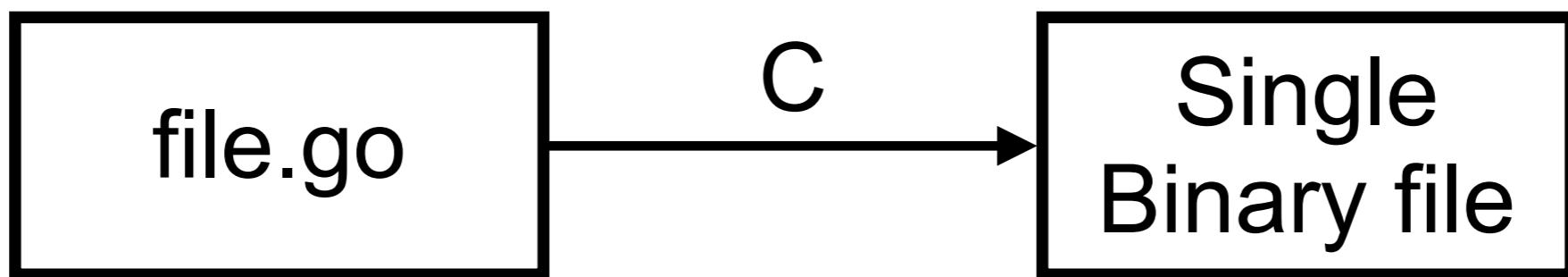
Smalltalk => method

Newsqueak => <-, :=

APL => iota



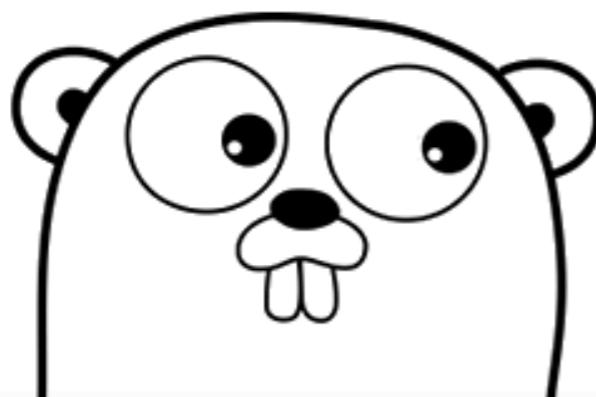
About Go



Installation

[Documents](#)[Packages](#)[The Project](#)[Help](#)[Blog](#)[Play](#)

Go is an open source programming language that makes it easy to build **simple, reliable, and efficient** software.

[Download Go](#)

Binary distributions available for Linux, macOS, Windows, and more.

[Try Go](#)[Open in Playground ↗](#)

```
// You can edit this code!
// Click here and start typing.
package main

import "fmt"

func main() {
    fmt.Println("Hello, 世界")
}
```

[Run](#)[Share](#)[Tour](#)

<https://golang.org/>



Go programming

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Hello Go

\$go version



Hello Go environment

\$go env



Development tools



Visual Studio Code

The screenshot shows the official website for Visual Studio Code. At the top, there's a navigation bar with links for "Visual Studio Code", "Docs", "Updates", "Blog", "API", "Extensions", and "FAQ". There's also a search icon and a large blue "Download" button. A message at the top says "Version 1.47 is now available! Read about the new features and fixes from June." Below this, a large headline reads "Code editing. Redefined." followed by the subtext "Free. Built on open source. Runs everywhere." A "Download for Mac" button is visible, along with links for "Other platforms" and "Insiders Edition". A note below states: "By using VS Code, you agree to its license and privacy statement." On the right side, a screenshot of the VS Code interface is shown, displaying code in a JavaScript file, the extension marketplace, and a terminal window.

Code editing.
Redefined.

Free. Built on open source. Runs
everywhere.

Download for Mac

Stable Build

Other platforms and Insiders Edition

By using VS Code, you agree to its
license and privacy statement.

EXTENSIONS: MARKETPLACE

- Python 2019.6.24221 ⚡ 54.9M ★ 4.5
Linting, Debugging (multi-threaded...) Microsoft [Install](#)
- GitLens — Git su... 9.8.5 ⚡ 23.1M ★ 5 Supercharge the Git capabilities bu... Eric Amadio [Install](#)
- C/C++ 0.24.0 ⚡ 23M ★ 3.5 C/C++ IntelliSense, debugging, and... Microsoft [Install](#)
- ESLint 1.9.0 ⚡ 21.9M ★ 4.5 Integrates ESLint JavaScript into V... Dirk Baeumer [Install](#)
- Debugger for C... 4.11.6 ⚡ 20.6M ★ 4 Debug your JavaScript code in the ... Microsoft [Install](#)
- Language Sup... 0.47.0 ⚡ 18.6M ★ 4.5 Java Linting, Intellisense, formattin... Red Hat [Install](#)
- vscode-icons 8.8.0 ⚡ 17.2M ★ 5 Icons for Visual Studio Code VSCode Icons Team [Install](#)
- Vetur 0.21.1 ⚡ 17M ★ 4.5 Vue tooling for VS Code Pine Wu [Install](#)

blog-post.js -- gatsby-graphi-app

```
src > components > JS blog-post.js > ↴<function> > ↴blogPost
1 import { graphql } from "gatsby"
2 import React from "react"
3 import Image from "gatsby-image"
4
5 export default ({ data }) => {
6   const blogPost = data.cms.blogPost
```

[e] data
[e] dateFormat
[e] debug
[e] debugger
[e] decodeURI
[e] decodeURIComponent
[e] default
[e] defaultStatus
[e] delete
[e] departFocus
[e] devicePixelRatio
[e] dispatchEvent

```
19 }
20
21 import connect from 'react-redux'
```

TERMINAL ... 2: Task - develop

```
info : [wdm]: Compiling...
DONE Compiled successfully in 70ms
4:05:11 PM
info : [wdm]:
info : [wdm]: Compiled successfully.
```

Spaces: 2 UTF-8 LF JavaScript

<https://code.visualstudio.com/>

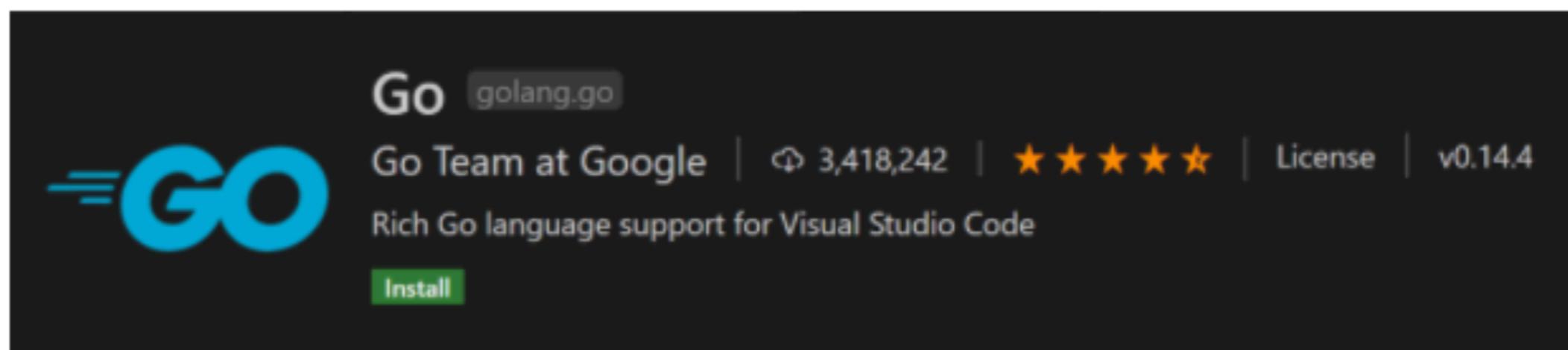


Extension for Go

Go in Visual Studio Code



Using the Go extension for Visual Studio Code, you get language features like IntelliSense, code navigation, symbol search, bracket matching, snippets, and many more that will help you in [Golang](#) development.



You can install the Go extension from the [VS Code Marketplace](#).

<https://code.visualstudio.com/docs/languages/go>



Resources for beginner



Go tour

A Tour of Go

Hello, 世界

Welcome to a tour of the Go programming language.

The tour is divided into a list of modules that you can access by clicking on [A Tour of Go](#) on the top left of the page.

You can also view the table of contents at any time by clicking on the [menu](#) on the top right of the page.

Throughout the tour you will find a series of slides and exercises for you to complete.

You can navigate through them using

- "[previous](#)" or PageUp to go to the previous page,
- "[next](#)" or PageDown to go to the next page.

The tour is interactive. Click the [Run](#) button now (or type shift-enter) to compile and run the program on a remote server. The result is displayed below the code.

These example programs demonstrate different aspects of Go. The programs in the tour are meant to be starting points for your own experimentation.

Edit the program and run it again.

Note that when you click on [Format](#) or ctrl-enter the text in the editor is formatted using the [fmt](#) tool. You can switch syntax highlighting on and off by clicking on the [Imports off](#) and [Syntax off](#) buttons.

< 1/5 >

```
hello.go
```

```
1 |
2 package main
3
4 import ("fmt")
5
6 func main() {
7     fmt.Println("Hello, 世界")
8 }
9
```

Imports off Syntax off

Reset Format Run



<https://tour.golang.org>



Go programming
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Effective Go

Effective Go

Introduction

Examples

Formatting

Commentary

Names

Package names

Getters

Interface names

MixedCaps

Semicolons

Control structures

If

Redeclaration and reassignment

For

Switch

Type switch

Functions

Multiple return values

Named result parameters

Defer

Constants

Variables

The init function

Methods

Pointers vs. Values

Interfaces and other types

Interfaces

Conversions

Interface conversions and type assertions

Generality

Interfaces and methods

The blank identifier

The blank identifier in multiple assignment

Unused imports and variables

Import for side effect

Interface checks

Embedding

Concurrency

Share by communicating

Goroutines

https://golang.org/doc/effective_go.html



Learn Go

Learn

Saurabh Hooda edited this page on Jul 1 · 33 revisions

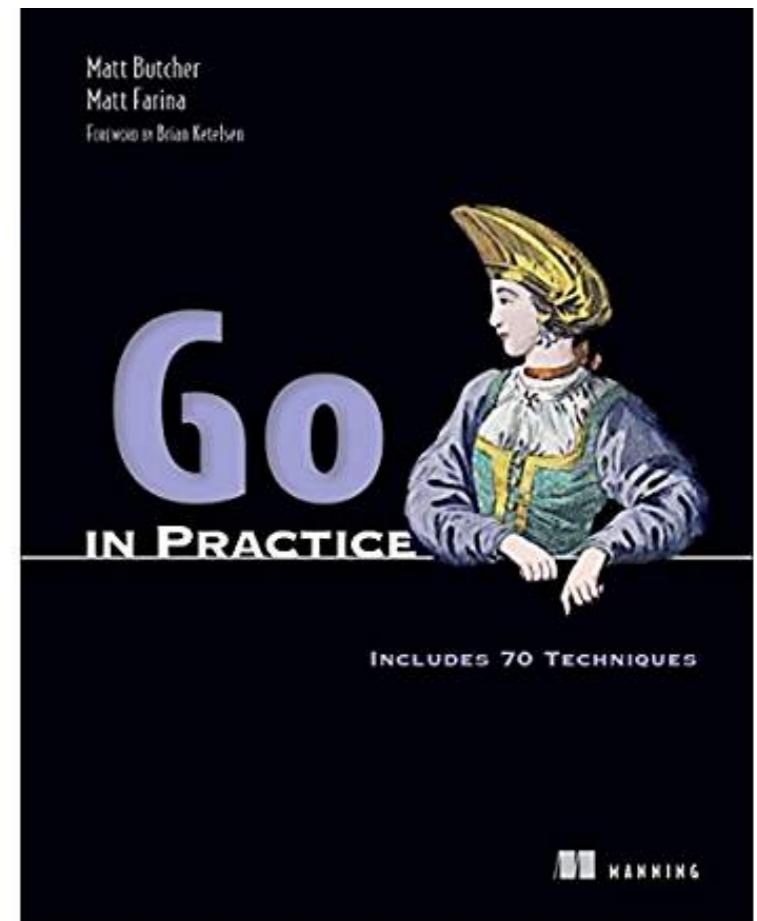
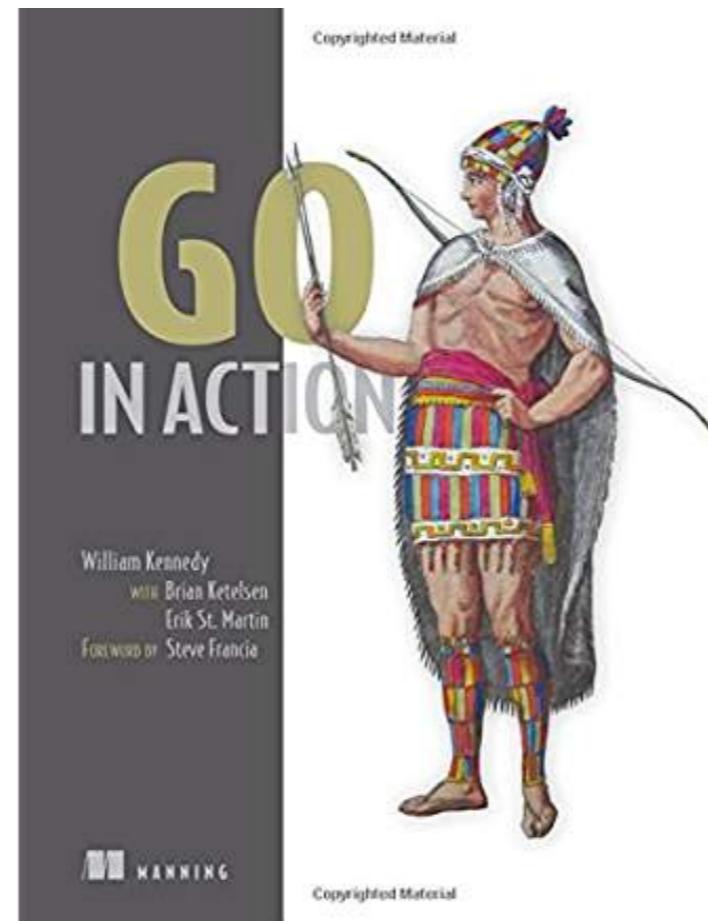
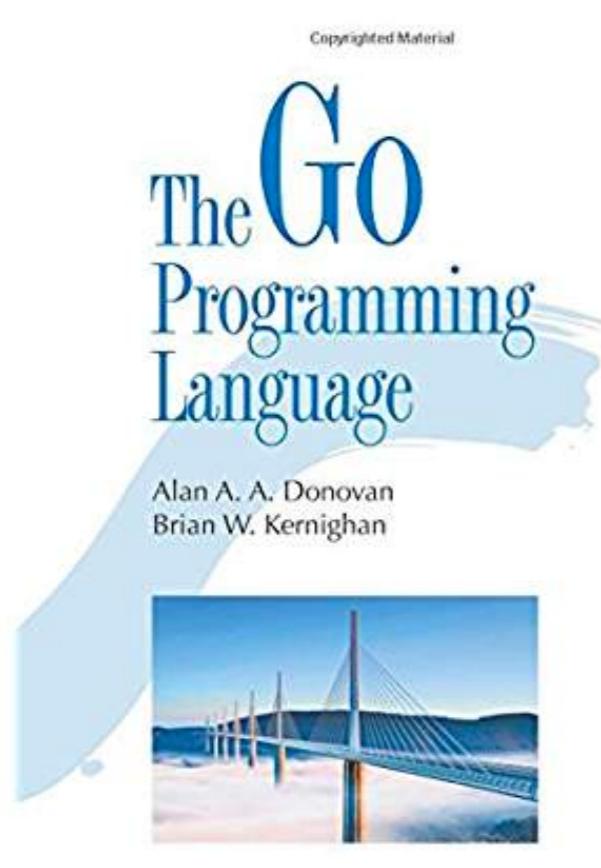
In addition to the resources available at golang.org there are a range of community-driven initiatives:

- [The Little Go Book](#)
- [Exercism.io - Go](#) - Online code exercises for Go for practice and mentorship.
- [Learn Go in an Hour - Video 2015-02-15](#)
- [Learning to Program in Go](#), a multi-part video training class.
- [Pluralsight Classes for Go](#) - A growing collection of (paid) online classes.
- [Ardan Labs Training](#) - Commercial, live instruction for Go programming.
- [O'Reilly Go Fundamentals](#) - Video learning path for Go programming.
- [Go By Example](#) provides a series of annotated code snippets.
- [Learn Go in Y minutes](#) is a top-to-bottom walk-through of the language.
- [Workshop-Go](#) - Startup Slam Go Workshop - examples and slides.
- [Go Fragments](#) - A collection of annotated Go code examples.
- [50 Shades of Go: Traps, Gotchas, Common Mistakes for New Golang Devs](#)

<https://github.com/golang/go/wiki/Learn>



Books



Basic of Go



Features of Go is no feature



Keywords

break	default	func	interface	select
case	defer	go	map	struct
chan	else	goto	package	switch
const	fallthrough	if	range	type
continue	for	import	return	var

<https://golang.org/ref/spec#Keywords>



Hello Go

```
// hello.go
package main

import "fmt"

func main() {
    fmt.Println("สวัสดี Go")
}
```



Run and Build

\$go run hello.go

\$go build hello.go

\$go build -o xxx hello.go



Code formatting

\$go fmt
\$gofmt



Godoc my package

```
$godoc demo  
$godoc --http=:6060
```



Define variables

```
var <variableName> <type>
```

```
var a int  
var i, j, k int  
var b int = 1  
var x, y, z = 1, 2, 3
```

```
// Short assignment  
number := 1  
name := "Hello"
```

```
// _ (blank) is a special variable name  
, email := 1, "xxx.com"
```



Grouping

```
var (
    a      int
    i, j, k int
    b      int = 1
    x, y, z      = 1, 2, 3
)
```



Compiler feature

\$go run variable.go

```
./variable.go:4:6: a declared but not used
./variable.go:5:6: i declared but not used
./variable.go:5:9: j declared but not used
./variable.go:5:12: k declared but not used
./variable.go:6:6: b declared but not used
./variable.go:7:6: x declared but not used
./variable.go:7:9: y declared but not used
./variable.go:7:12: z declared but not used
./variable.go:10:2: number declared but not used
./variable.go:11:2: name declared but not used
./variable.go:11:2: too many errors
```



Constants

const <constantName> = <value>



Data Types

Boolean (true, false)

Numerical (int, uint)

String (use UTF-8)

Error

Data structures (array, slice, map)



Numerical

uint8	the set of all unsigned 8-bit integers (0 to 255)
uint16	the set of all unsigned 16-bit integers (0 to 65535)
uint32	the set of all unsigned 32-bit integers (0 to 4294967295)
uint64	the set of all unsigned 64-bit integers (0 to 18446744073709551615)
int8	the set of all signed 8-bit integers (-128 to 127)
int16	the set of all signed 16-bit integers (-32768 to 32767)
int32	the set of all signed 32-bit integers (-2147483648 to 2147483647)
int64	the set of all signed 64-bit integers (-9223372036854775808 to 9223372036854775807)
float32	the set of all IEEE-754 32-bit floating-point numbers
float64	the set of all IEEE-754 64-bit floating-point numbers
complex64	the set of all complex numbers with float32 real and imaginary parts
complex128	the set of all complex numbers with float64 real and imaginary parts
byte	alias for uint8
rune	alias for int32

https://golang.org/ref/spec#Numeric_types



String

**Using double quotes for single line
Using backpacks for multi-line**



Working with String

```
package main

import "fmt"

func main() {
    name := "Hello"

    // Convert string to []byte type
    tmp := []byte(name)
    fmt.Println(tmp[0])

    // Convert to string
    s := string(tmp[0])
    fmt.Println(s)
    fmt.Println(s + name[1:])

}
```



Error types

Go has **error type** to dealing with errors
Use from package errors

<https://golang.org/pkg/errors/>



Error types

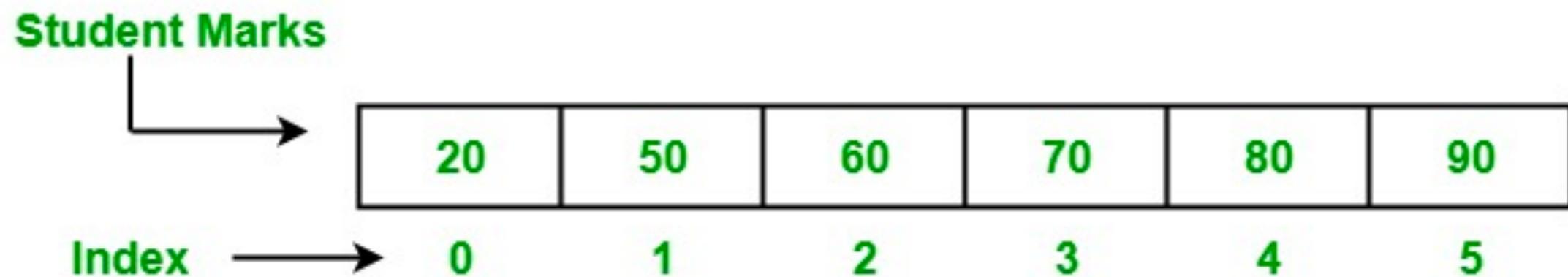
```
package main

import (
    "errors"
    "fmt"
)

func main() {
    err := errors.New("Normal error")
    if err != nil {
        fmt.Println(err)
    }
}
```



Arrays



Working with Arrays

```
func main() {
    var numbers [5]int
    numbers[0] = 1
    numbers[1] = 2

    var colors = [2]string{"Red", "Blue"}
    for i:=0; i< len(colors); i++ {
        fmt.Println(colors[i])
    }
}
```



Using “...” or ellipsis

```
func main() {  
  
    var colors = [...]string{"Red", "Blue"}  
  
    for i := 0; i < len(colors); i++ {  
        fmt.Println(colors[i])  
    }  
}
```



Array is of value type !!

```
func main() {
    var color1 = [2]string{"Red", "Blue"}
    var color2 = [...]string{"Red", "Blue"}

    color3 := color1
    color3[0] = "New Red"

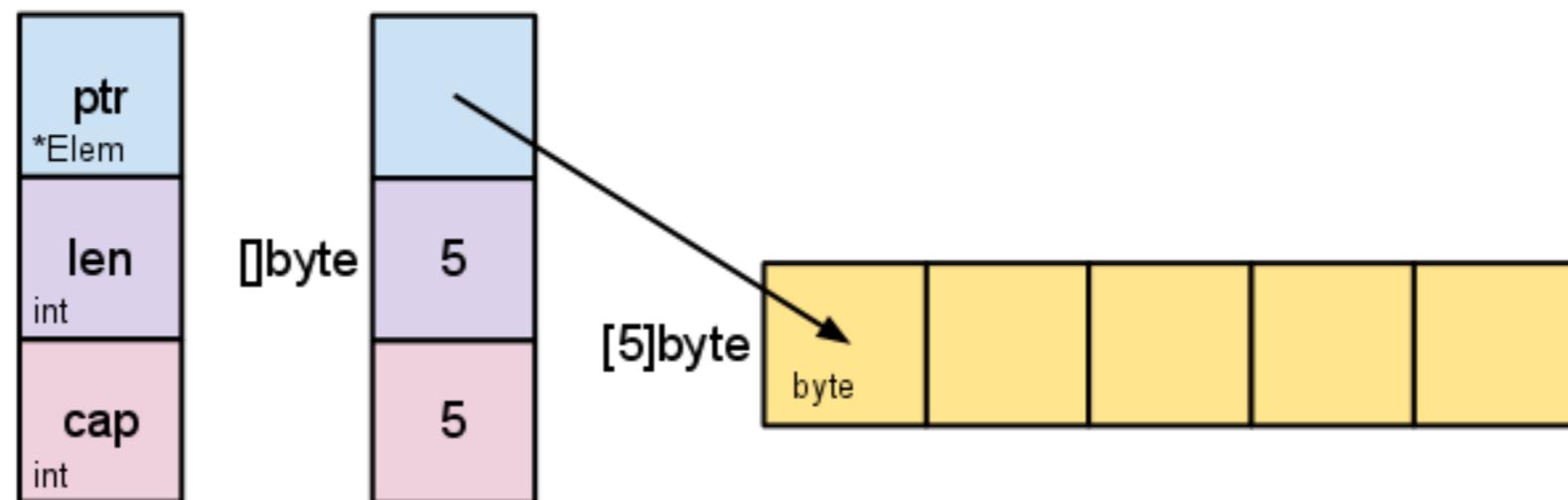
    fmt.Println(color1)
    fmt.Println(color2)
    fmt.Println(color3)

    fmt.Println(color1 == color2)
    fmt.Println(color1 == color3)
}
```



Slice

More powerful, flexible than an array
Lightweight data structure
Dynamic size



Working with slice

```
func main() {
    numbers := []int{1, 2, 3, 4, 5}

    var s []int = numbers[1:3]
    fmt.Println(s)

    names := make([]string, 2)
    names[0] = "n1"
    names[1] = "n2"
    names = append(names, "n3")
    fmt.Println(names)
}
```

<https://golang.org/pkg/builtin/#append>



Slice with array

```
func main() {  
    numbers := [5]int{1, 2, 3, 4, 5}  
  
    var s []int = numbers[1:3]  
    fmt.Println(s)  
}
```



Slice is reference to array !!

```
func main() {
    numbers := [5]int{1, 2, 3, 4, 5}

    var s1 []int = numbers[1:3]
    var s2 []int = numbers[2:4]

    fmt.Println(numbers)
    fmt.Println(s1)
    fmt.Println(s2)

    s2[0] = 333

    fmt.Println(numbers)
    fmt.Println(s1)
    fmt.Println(s2)
}
```



Sorting with Slice

```
import (
    "fmt"
    "sort"
)

func main() {
    numbers := []int{5, 4, 3, 2, 1}
    sort.Ints(numbers)
    fmt.Println(numbers)
}
```

<https://golang.org/pkg/sort/>



Map

map[keyType]valueType

```
func main() {
    var numbers map[string] int
    numbers = make(map[string] int)

    numbers["one"] = 1
    numbers["two"] = 2
    numbers["three"] = 3

    fmt.Println(numbers)
}
```



Working with Map

Insert, Update, Get, Check

```
func main() {
    numbers := make(map[string]int)

    numbers["one"] = 1
    e1 := numbers["one"]
    e2, ok := numbers["two"]

    fmt.Println(numbers)
    fmt.Println(e1, e2, ok)

    delete(numbers, "one")
    numbers["two"] = 2
    fmt.Println(numbers)
}
```



Control statements



Control statements

If-else

Goto

For

Switch-case



If with initialize value

```
func main() {  
  
    if score := 10; score > 10 {  
        fmt.Println("Case 1")  
    } else {  
        fmt.Println("Case 2")  
    }  
  
}
```



For loop

Most powerful control logic in Go

```
func main() {  
    sum := 0  
    for i := 0; i < 100; i++ {  
        sum += i  
    }  
  
    sum = 1  
    for sum < 100 {  
        sum += sum  
    }  
}
```



For loop with range

```
func main() {
    var numbers = []int{100, 200, 300, 400, 500}
    for i, v := range numbers {
        fmt.Printf("%d => %d\n", i, v)
    }
}
```



Switch-case

Readable more than if-else

```
func main() {
    input := 5
    switch input {
        case 1:
            fmt.Println("Case 1")
        case 2, 3, 5:
            fmt.Println("Case 2")
            fallthrough
        case 4:
            fmt.Println("Case 3")
        default:
            fmt.Println("Default")
    }
}
```



Switch-case with no condition

Readable more than if-else

```
func main() {
    score := 65
    switch {
        case score > 80:
            fmt.Println("Grade A")
        case score > 70:
            fmt.Println("Grade B")
        case score > 60:
            fmt.Println("Grade C")
        default:
            fmt.Println("Grade D")
    }
}
```



Functions



Functions

Use keyword **func**

```
func funcName(input1 type1, input2 type2) (output1 type1, output2 type2) {  
    // function body  
    // multi-value return  
    return value1, value2  
}
```



Functions

```
func main() {
    result := add(1, 2)
    fmt.Println(result)
}

func add(a int, b int) int {
    return a + b
}
```



Multiple return values

```
func main() {
    result, err := divide(10, 0)
    if err != nil {
        fmt.Println(err)
    } else {
        fmt.Println(result)
    }
}

func divide(a int, b int) (int, error) {
    if b <= 0 {
        return 0, fmt.Errorf("Invalid input")
    }
    return a / b, nil
}
```



Variadic functions

Function with a variable number of arguments

```
func main() {
    print("N1", "N2", "N3")
}

func print(args ...string) {
    for _, val := range args {
        fmt.Printf("Data with %s\n", val)
    }
}
```



Defer functions

Execute when end function

```
func main() {  
    defer fmt.Println("World")  
  
    fmt.Println("Hello")  
}
```



Read file

```
func main() {  
  
    f, err := os.Open("input.txt")  
    if err != nil {  
        log.Fatal(err)  
    }  
  
    defer f.Close()  
  
    scanner := bufio.NewScanner(f)  
    for scanner.Scan() {  
        fmt.Println(scanner.Text())  
    }  
  
    if err := scanner.Err(); err != nil {  
        log.Fatal(err)  
    }  
}
```



Struct



Struct

Type of containers of properties/fields

```
type person struct {
    name string
    age  int
}

func main() {
    p1 := person{}
    p2 := person{"your name", 20}
    p3 := person{age: 20}
    p4 := &person{"your name", 20}

    fmt.Println(p1, p2, p3, p4)
}
```



Embedded fields in Struct

```
type person struct {
    name string
    age  int
}

type special struct {
    person
    email string
}

func main() {
    p1 := special{person{}, "xxx.com"}
    fmt.Println(p1)
}
```



Object-Oriented



No class in Go

How to add then behaviour to struct ?

```
type person struct {
    name string
    age  int
}

func (p person) say(message string) {
    fmt.Printf("Hi from %s with %s", p.name, message)
}

func main() {
    p := person{"pui", 20}
    p.say("called")
}
```



Working with pointer !!

Try to update value

```
type person struct {
    name string
    age  int
}

func (p *person) say(message string) {
    p.age = 200
    fmt.Printf("Hi from %s with %s", p.name, message)
}

func main() {
    p := person{"pui", 20}
    p.say("called")
}
```



Method overriding

```
type person struct {
    name string
    age  int
}

type special struct {
    person
    email string
}

func (p person) say(message string) {
    fmt.Printf("Hi from %s with %s\n", p.name, message)
}

func main() {
    p1 := person{}
    p2 := special{person{}, "xxx.com"}

    p1.say("From person")
    p2.say("From special")
}
```



Testing



Testing in Go

Build-in testing framework

Using **testing** package

\$go test

<https://golang.org/pkg/testing/>



Testing package

Testing Benchmark

<https://golang.org/pkg/testing/>



Hello testing

hello_test.go

```
package main

import(
    "testing"
)

func TestHello(t *testing.T) {
    expectedResult := "Hello my first testing"
    result := hello()
    if result != expectedResult {
        t.Fatalf("Expected %s but got %s", expectedResult, result)
    }
}
```



System under test

hello.go

```
package main

func hello() string {
    return "Hello my first testing"
}
```



Run test

\$go test

\$go test -v

\$go test -v -run <test name>

\$go test ./...



*testing.T ?

Used for error reporting

t.Error

t.Fatal

t.Log



*testing.T ?

Enable parallel testing

t.Parallel()



*testing.T ?

To control a test run

t.Skip()



Table/data driven test

Working with data driven testing

Operand 1	Operand 2	Expected result
1	2	3
5	10	15
10	-5	5



Table structure

```
func TestAdd(t *testing.T) {  
  
    var dataTests = []struct{  
        op1 int  
        op2 int  
        expectedResult int  
    }{  
        {1, 2, 3},  
        {5, 10, 15},  
        {10, -5, 5},  
    }  
}
```



Testing

```
func TestAdd(t *testing.T) {  
    ...  
  
    for _, test := range dataTests{  
        result := add(test.op1, test.op2)  
        if result != test.expectedResult {  
            t.Fatalf("Expected %d but got %d",  
                    test.expectedResult, result)  
        }  
    }  
}
```



Test/code coverage

Go tool can report test coverage statistic

```
$go test -cover
```



Generate coverage report

```
$go test -coverprofile=coverage.out  
$go tool cover -html=coverage.out
```

```
/Users/somkiat/data/slide/golang/go2020/demo/testing/hello.go (100.0%) ▾ not tracked not covered covered  
  
package main  
  
func hello() string {  
    return "Hello my first testing"  
}
```



Benchmark



Write first benchmark

\$go test -bench=.

```
package main

import "testing"

func BenchmarkFib(b *testing.B) {
    for n := 0; n < b.N; n++ {
        Fib(n)
    }
}

func Fib(n int) int {
    if n < 2 {
        return n
    }
    return Fib(n-1) + Fib(n-2)
}
```



Run benchmark

\$go test -bench=.

\$go test -bench=. -run=<test name>



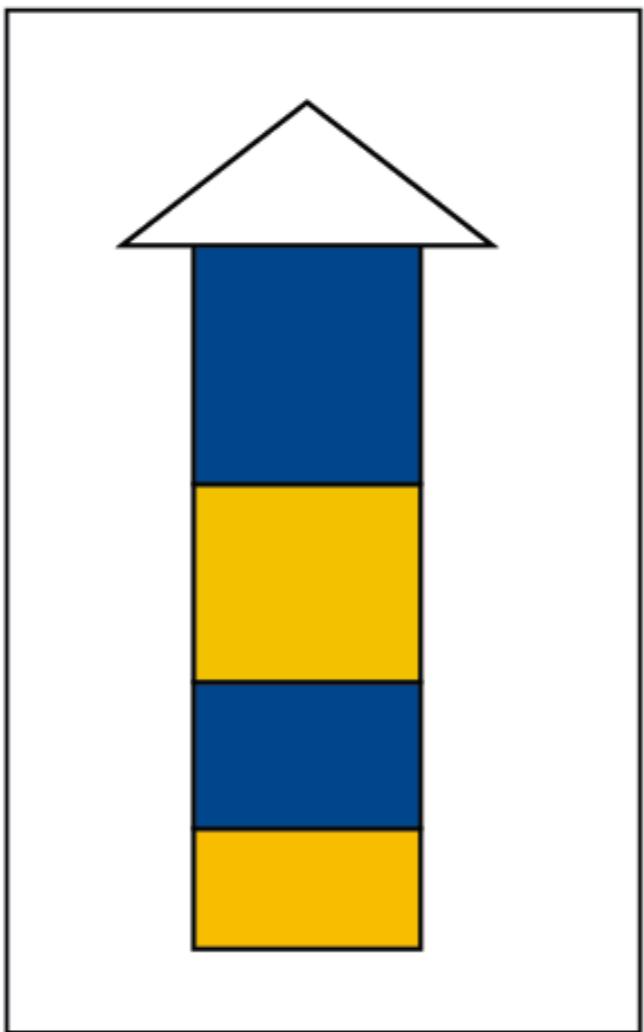
Interface



Go routine and channel

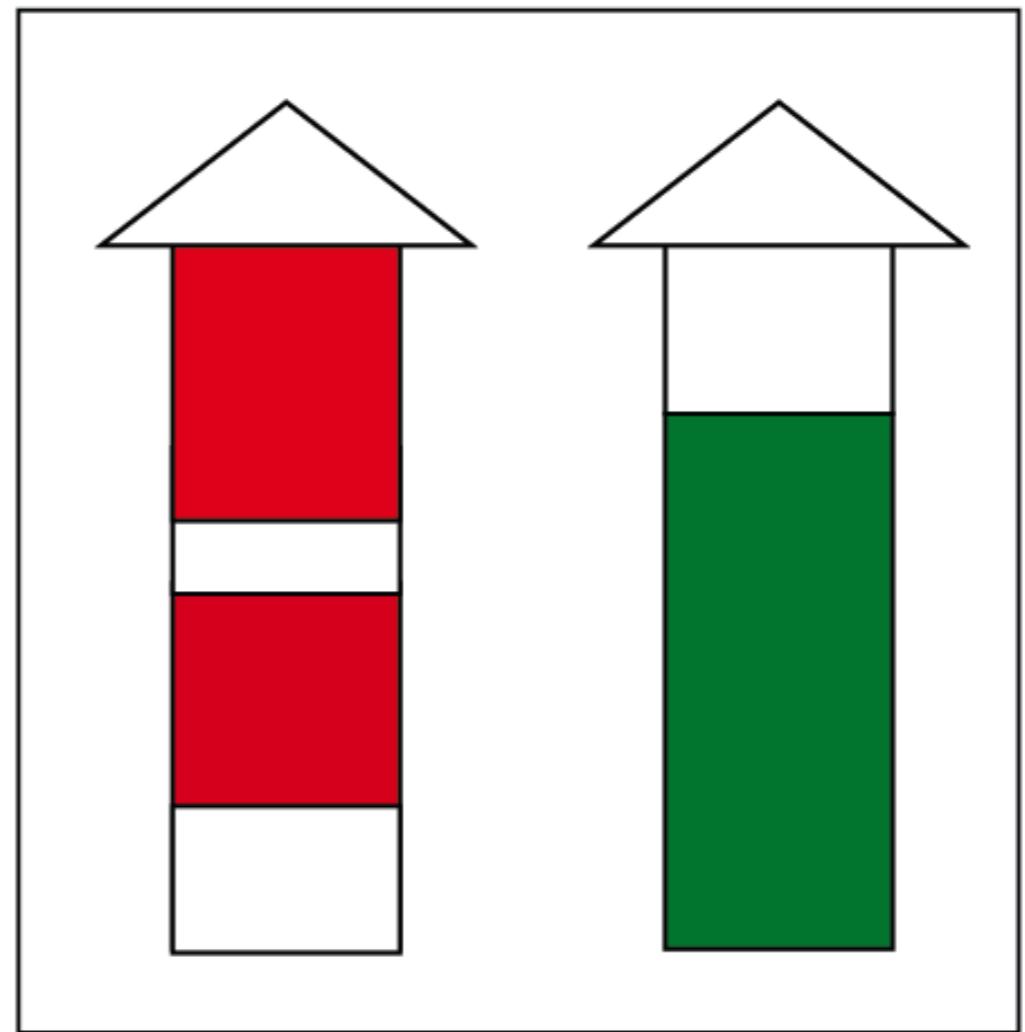


Concurrency



Concurrency is about *dealing with*
lots of things at once

Parallelism



Parallelism is about *doing*
lots of things at once



Go routine

Independently executing function

Launch by a **go** statement

Very cheap

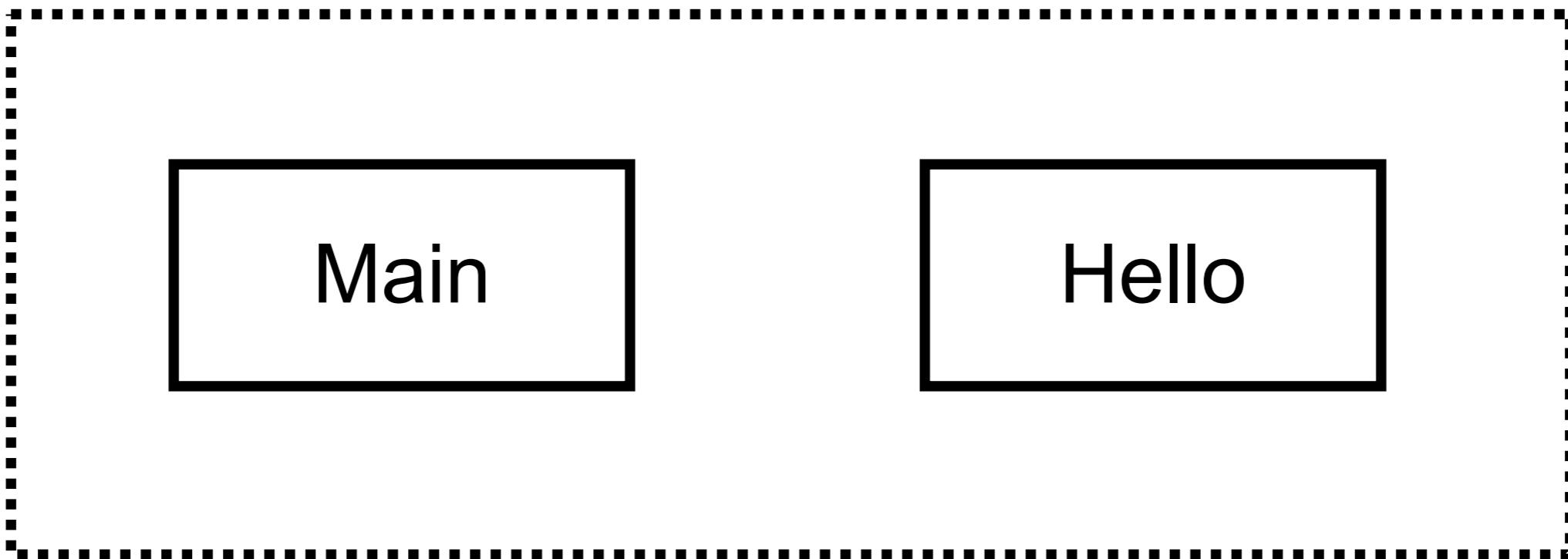
Not a thread

May be only a thread with 1,000 of goroutines



Example

Independently executing function



Example

```
func hello(name string) {
    for i := 0; ; i++ {
        fmt.Println(name, i)
        time.Sleep(time.Duration(rand.Intn(1e3)) * time.Millisecond)
    }
}

func main() {
    go hello("somkiat")
    fmt.Println("Start process")
    time.Sleep(2 * time.Second)
    fmt.Println("Finish process")
}
```



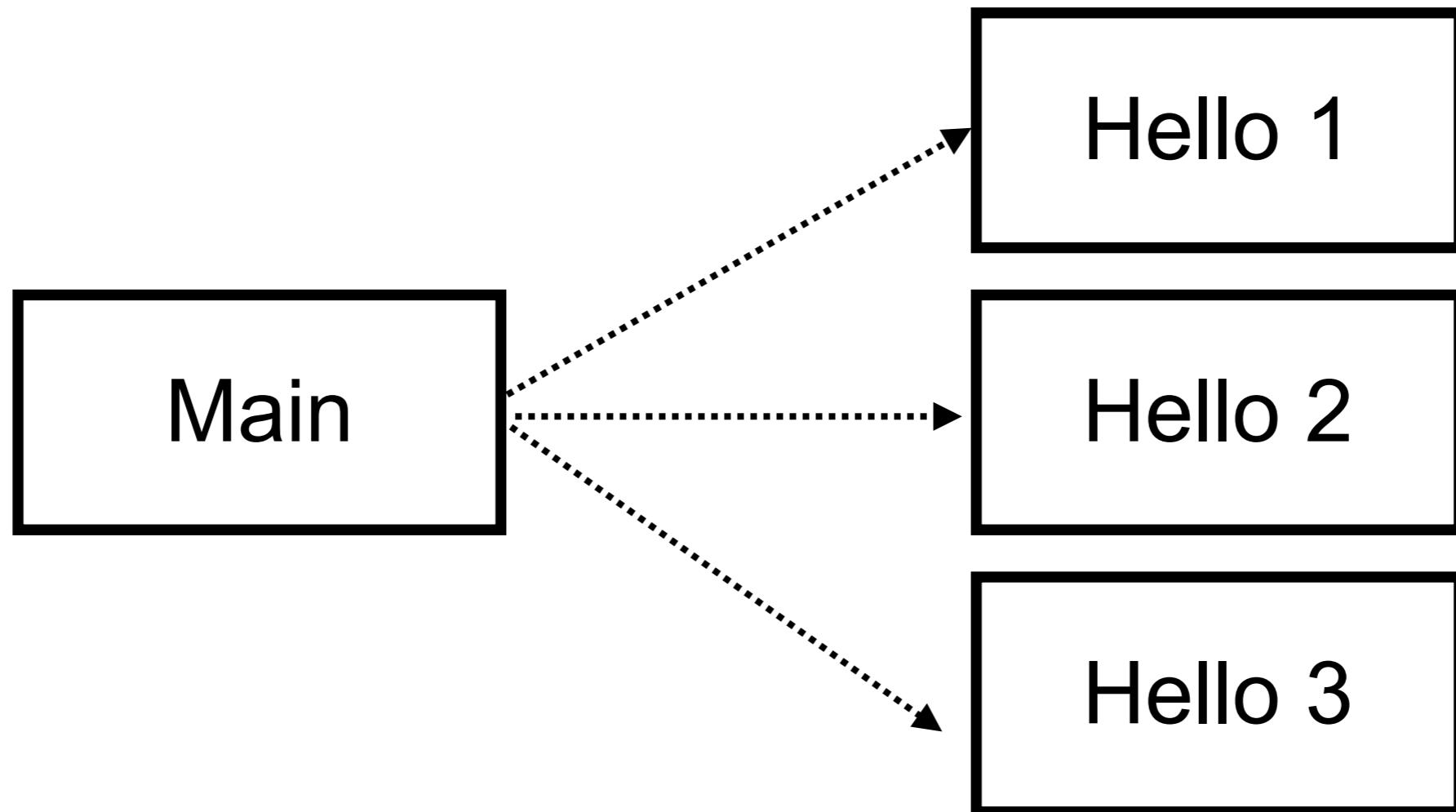
Main function can't see the output from other go routine !!



Need waiting !!



Using sync.WaitGroup



Using sync.WaitGroup

```
var wg sync.WaitGroup

func hello(name string) {
    defer wg.Done()

    fmt.Printf("Start with = %s\n", name)
    time.Sleep(time.Duration(rand.Intn(1e3)) * time.Millisecond)
    fmt.Printf("Processed with = %s\n", name)
}

func main() {
    fmt.Println("Start process")

    for i := 0; i < 5; i++ {
        wg.Add(1)
        go hello(fmt.Sprintf("task=%d", i))
    }
    wg.Wait()

    fmt.Println("Finish process")
}
```



Need communication !!



Channel

Provides a connection between 2 go routines
Allow them to communicate



Channel

Create channel with `make()`

```
func hello(out chan< string) {
    time.Sleep(2 * time.Second)
    out <- "Called hello"
}

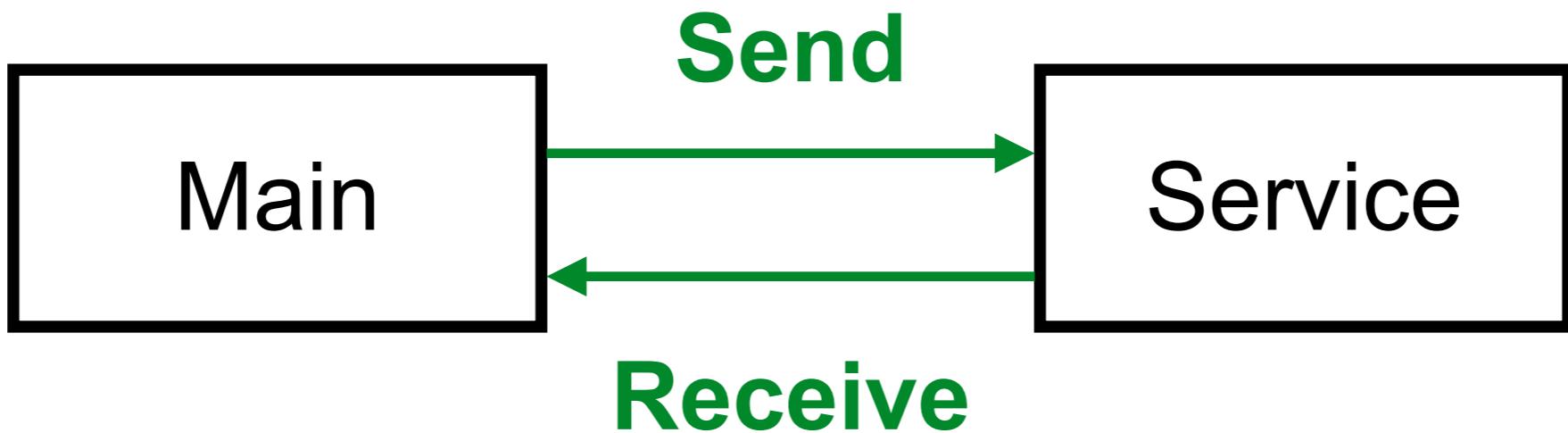
func main() {
    c := make(chan string)

    go hello(c)
    fmt.Println("Main")

    fmt.Println(<-c)
}
```



Duplex of channel



Example

```
func service(name string, jobs <chan int, results chan<- string) {
    for j := range jobs {
        fmt.Println("Worker", name, "started job", j)
        time.Sleep(time.Duration(rand.Intn(1e3)) * time.Millisecond)
        results <- fmt.Sprintf("Worker %s finished job %d", name, j)
    }
}
```

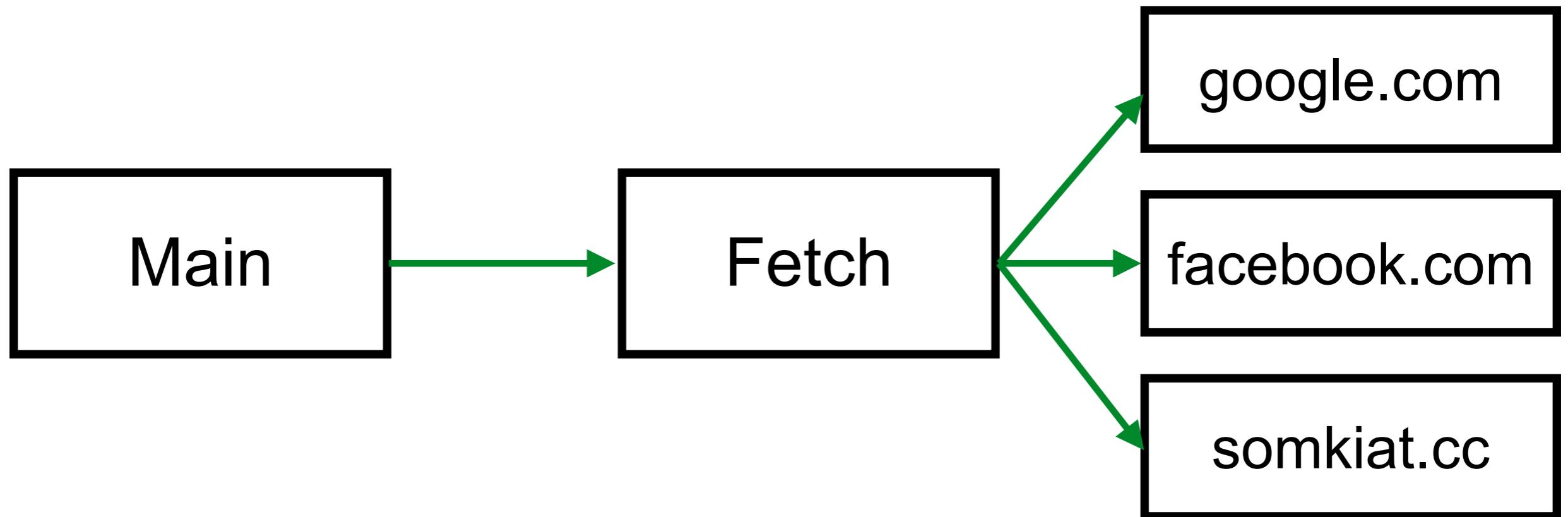


Example

```
func main() {  
  
    jobs := make(chan int, 3)  
    results := make(chan string, 5)  
  
    for i := 0; i < 3; i++ {  
        name := fmt.Sprintf("name_%d", i)  
        go service(name, jobs, results)  
    }  
  
    for i := 0; i < 5; i++ {  
        jobs <- i  
    }  
    close(jobs)  
  
    for a := 1; a < 5; a++ {  
        fmt.Println(<results)  
    }  
}
```



Workshop



Working with database



Connect to Database

```
import (
    _ "github.com/lib/pq"
)

func createConnection() *sql.DB {
    // Open the connection
    db, err := sql.Open("postgres", os.Getenv("POSTGRES_URL"))
    if err != nil {
        panic(err)
    }
    db.SetMaxOpenConns(5)

    // check the connection
    err = db.Ping()
    if err != nil {
        panic(err)
    }

    return db
}
```

<https://golang.org/pkg/net/http/>



RESTful API



Building REST APIs

HTTP + JSON

Go provide **net/http** package



<https://golang.org/pkg/net/http/>



REST

REpresentational State Transfer

HTTP Method	Description
GET	Get data
POST	Create data
PUT	Update data
DELETE	Delete data



Hello API Server

```
package main

import (
    "net/http"
)

func Response(w http.ResponseWriter, r *http.Request) {
    w.Write([]byte("Hello world."))
}

func main() {
    http.HandleFunc("/", Response)
    http.ListenAndServe(":8080", nil)
}
```



Run

\$go run <filename.go>



Working with JSON

Data structure with struct

```
import (
    "encoding/json"
    "net/http"
)

type User struct {
    Firstname string `json:"firstname"`
    Lastname  string `json:"lastname"`
    Title     string `json:"title"`
}

type Users []User
```



Working with JSON

```
func UserHandler(w http.ResponseWriter, r *http.Request) {
    u := Users{
        User{
            Firstname: "f1",
            Lastname: "l1",
            Title:     "Mr.",
        },
        User{
            Firstname: "f2",
            Lastname: "l2",
            Title:     "Miss.",
        },
    }
    w.WriteHeader(http.StatusOK)
    w.Header().Set("Content-Type", "application/json")
    json.NewEncoder(w).Encode(u)
}
```



Web framework



Testing RESTful APIs



Testing

net/http/test

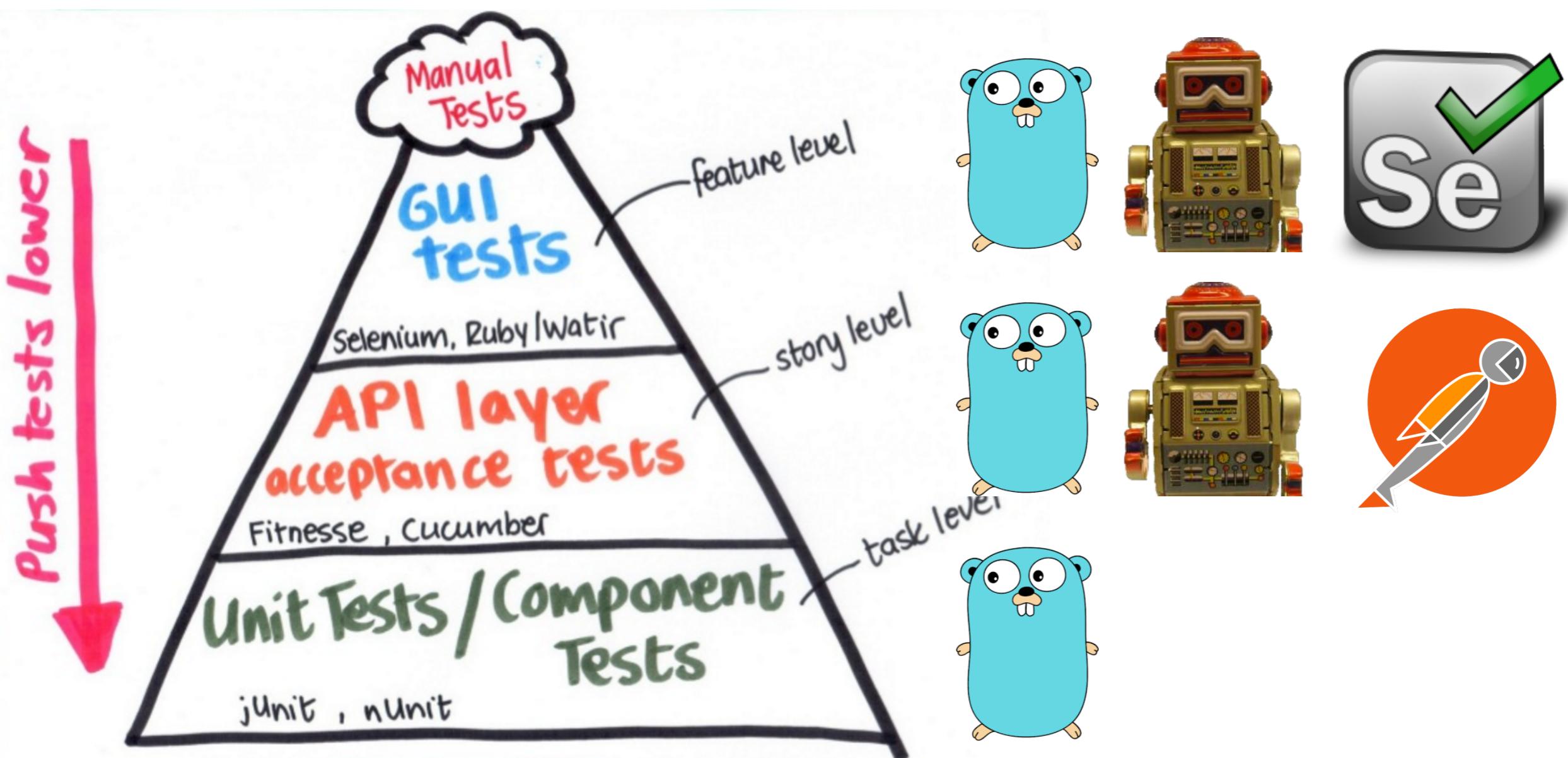
Postman

Robotframework

Cotton



Testing



Using net/httpptest

```
func TestHTTPGetHello(t *testing.T) {
    // Arrange
    request, err := http.NewRequest(http.MethodGet, "/", nil)
    if err != nil {
        t.Error(err)
    }
    response := httptest.NewRecorder()
    handler := http.HandlerFunc(Response)
    handler.ServeHTTP(response, request)

    // Assert
    if status := response.Code; status != http.StatusOK {
        t.Errorf("Wrong code: got %v want %v", status, http.StatusOK)
    }
    if response.Body.String() != "Hello world" {
        t.Errorf("errors %s", response.Body.String())
    }
}
```



Testing JSON response

```
func TestHTTPGetUsers(t *testing.T) {
    // Arrange
    request, err := http.NewRequest(http.MethodGet, "/users", nil)
    if err != nil {
        t.Error(err)
    }
    response := httptest.NewRecorder()
    handler := http.HandlerFunc(UserHandler)
    handler.ServeHTTP(response, request)

    // Assert
    results := Users{}
    if err := json.NewDecoder(response.Body).Decode(&results); err != nil {
        t.Error(err)
    }
    if len(results) != 2 {
        t.Errorf("Errors with length %v", len(results))
    }
}
```



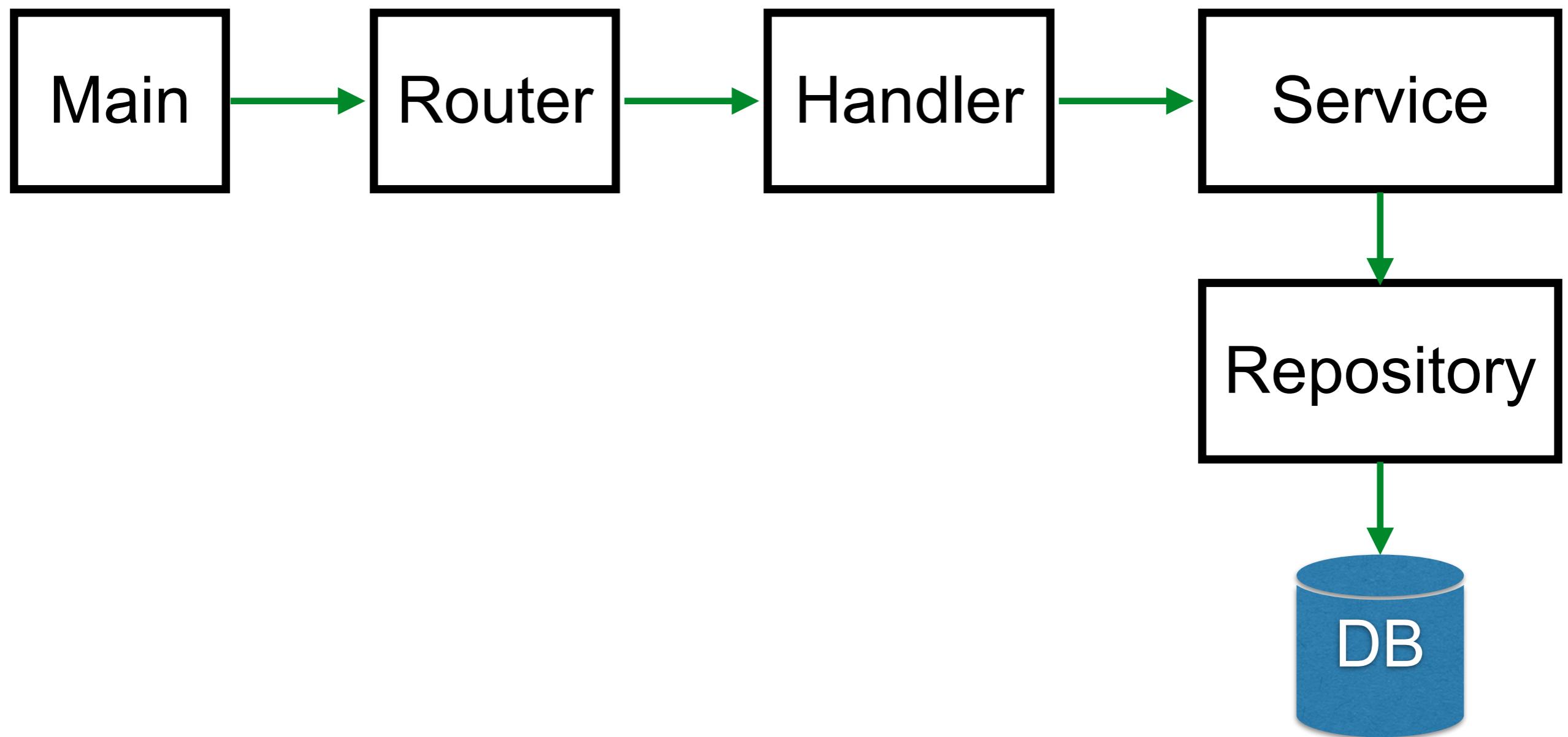
Workshop with RESTful API



Better structure



Better structure



Design RESTful API

Resource	Path	HTTP Verb	Description
todo	/todo/	GET	List of TODO
todo	/todo/	POST	Create new TODO
todo	/todo/1	GET	Get detail of TODO by id
todo	/todo/1	PUT	Update TODO by id
todo	/todo/1	DELETE	Delete TODO by id



List of TODO

```
← → C ⓘ localhost:8080/todo/  
[  
  - {  
      id: 1,  
      title: "Todo 1",  
      done: false  
    },  
  - {  
      id: 2,  
      title: "Todo 2",  
      done: false  
    },  
  - {  
      id: 3,  
      title: "Todo 3",  
      done: false  
    }  
]
```



Create a new TODO

The screenshot shows the Postman application interface. At the top, there is a header bar with 'POST' selected, the URL 'http://localhost:8080/todo/', a 'Params' button, and a 'Send' button. Below the header, tabs for 'Authorization', 'Headers (1)', 'Body', and 'Tests' are present, with 'Body' being the active tab. Under 'Body', options for 'form-data', 'x-www-form-urlencoded', 'raw', and 'binary' are shown, with 'raw' selected and 'JSON (application/json)' chosen as the format. The raw JSON body is defined as:

```
1 {  
2   "title": "test",  
3   "done": true  
4 }
```

Below the body section, tabs for 'Body', 'Cookies (25)', 'Headers (3)', and 'Tests' are visible, with 'Body' being the active tab. To the right of the tabs, the status is shown as 'Status: 200 OK'. Under the 'Body' tab, there are buttons for 'Pretty', 'Raw', 'Preview', and 'JSON' (which is currently selected). The JSON response body is displayed as:

```
1 {  
2   "id": 0,  
3   "title": "test",  
4   "done": true  
5 }
```



Get TODO by ID



A screenshot of a web browser window. The address bar shows the URL `localhost:8080/todo/2`. The main content area displays the following JSON object:

```
{  
  id: 2,  
  title: "XXXX",  
  done: true  
}
```

