Women Who Go meeting 1.0

introductions

Who you are? Career?
Programming experience?
Why you use or want to learn Go?

Let's make a boring presentation much more boring with writing 'Introduction' as the title of introduction slide

agenda

- Why use / learn Go?
- Lab: Install Go & 'Hello World'
- Have fun!



why learn Go?









many projects/companies



using Go!

















- simple by design
- great tooling
- features to help you build fast
 - GC (Garbage Collection)
 - concurrency (goroutines/channels)

easy for teams to learn & be productive in quickly

simple by design.

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

few keywords.

explicit errors.

```
package main how to define a package in Go.

import "fmt" how to import an external package.

// swap will swap the variables
func swap(x, y string) (string, string) {
   return y, x
}

this is a function definition.
```

tooling!

```
$ go run main.go
world hello

$ go build -o hello.go
$ ./hello
world hello
```

running/building code.

```
$ go get -v github.com/
mailgun/godebug
github.com/mailgun/godebug
(download)
```

getting code.

```
$ gofmt main.go
package main

import "fmt"

func swap(x, y string)
  (string, string) {
```

enforcing conventions.

```
$ go test -v .
=== RUN   TestThis
--- FAIL: TestThis (0.00s)
   apple_test.go:6:
FAIL
exit status 1
```

testing code!

- statically typed
- statically compiled binaries
- opinionated code conventions/formatting and supporting tooling

grows with the team and project great production story

types in Go

```
var hello string // declare a string
hello = "hello" // assign it to a string

Or

hello := "hello" // it's inferred to be a string
```

static types.. but with type inference.

types in Go

basics

bool string int int8 int16 int32 int64 uint uint8 uint16 uint32 uint64 uintptr byte rune float32 float64 complex64 complex128

arrays, maps, slices

```
// arrays have a fixed size
var nums []int = {1, 2, 3}

// slices are dynamic
nums := make([]int, 5)
nums = append(nums, 1)

// maps are like hashtables or dicts
stringmap := make(map[string]string)
```

no generics, no "magic"

strong conventions

tabs not spaces.
curly braces with the func definition
 CamelCase enforced.
 exported functions/variables
 are capitalized.
 all package files in same folder.
 opinionated workspace.

= your team writing code in the same way.

opinionated workspace

- Go workspaces are defined by your \$GOPATH env variable.
 - \$GOPATH/bin binaries installed here
 - \$GOPATH/pkg packages built here
 - \$GOPATH/src sources here

```
├─ bin
├─ helloworld
├─ pkg
└─ src
└─ github.com
└─ jandre
└─ helloworld
└─ main.go
```

- comprehensive, well-designed stdlib
- tooling for importing external packages
- many robust open source projects built with Go

strong, growing community

lots of code to build from

resources!

- A tour of Go: https://tour.golang.org/welcome/1
- Go by example: https://gobyexample.com
- Boston GoBridge workshop 2/6: https://www.bridgetroll.org/events/237
- Boston GoLang meetup (next week!): http://www.meetup.com/Boston-Go-lang-User-Group/events/227889016/

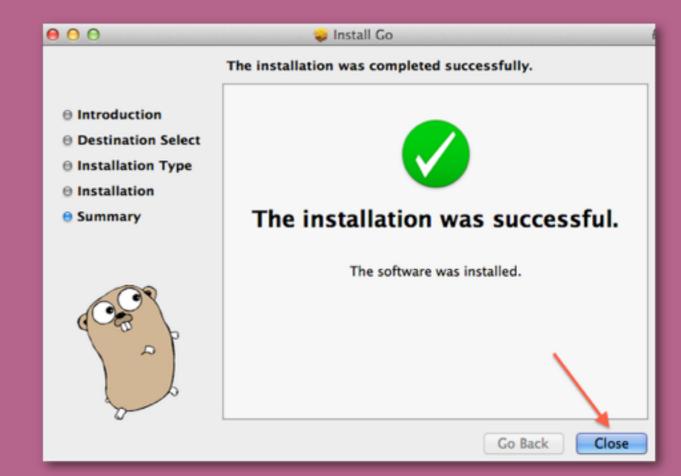
lab!



1. install Go

- Windows: https://golang.org/dl/
- Mac: https://golang.org/

 dl/ or Homebrew (http://brew.sh/ using `brew install golang`)
- Linux: http://
 ask.xmodulo.com/installgo-language-linux.html



2. Install code editor support

- Sublime: https://
 github.com/DisposaBoy/
 GoSublime
- Atom: https://atom.io/
 packages/go-plus
- VIM: https://github.com/
 fatih/vim-go

```
editor.go
         main.go
    (t *qmlfrontend) HandleInput(keycode int, modifiers int) bool (
   log4go.Debug("qmlfrontend.HandleInput: key=%x, modifiers=%x", keycode, modifiers)
   alt := false
   ctrl
      key, ok := lut[keycode]; ok {
           backend.GetEditor()
          (modifiers & shift_mod) != 0 {
           shift = true
          (modifiers & alt_mod) != 0 (
          (modifiers & ctrl_mod) != 0 {
             runtime.GOOS == "darwin" {
               ctrl = true
          (modifiers & meta_mod) |= 0 {
              runtime.GOOS == "darwin" (
               ctrl = true
       ed.HandleInput(backend.KeyPress{Key: key, Shift: shift, Alt: alt, Ctrl: ctrl, Super: super})
00000345 72 [2014/08/27 15:43:36 PDT] [DEBG] (main.func-008:597) calling newEngine
00000428 70 [2014/08/27 15:43:36 PDT] [DEBG] (main.func-008:599) setvar frontend
00000509 68 [2014/08/27 15:43:36 PDT] [DEBG] (main.func-008:601) setvar editor
00000588 63 [2014/08/27 15:43:36 PDT] [DEBG] (main.func-008:604) loadfile
... 00000662 164 [2014/08/27 15:43:37 PDT] [INFO] (github.com/limetext/lime/backend.(*Editor).loadKeybinding:182) Loaded
 it branch: master INSERT MODE Line xx, Column yy
```