Go Workshop

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LAL/IN2P3

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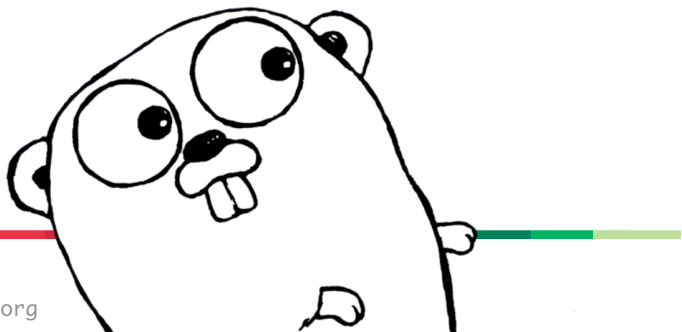
Elements of Go

- obligatory `hello world` example...

```go
package main

import "fmt"

func main() {
    fmt.Println("Hello JI-2014")
}
```


http://golang.org

- founding fathers:
  - ▶ Russ Cox, Robert Griesemer, Ian Lance Taylor
  - ▶ Rob Pike, Ken Thomson
- concurrent, compiled
- garbage collected
- an open-source general programming language
- best of both "worlds":
  - ▶ feel of a dynamic language
    - ⋆ limited verbosity thanks to a type inference system, map, slices
  - ▶ safety of a static type system
  - ▶ compiled down to machine language (so it is fast)
    - ⋆ goal is within 10% of C
- object-oriented (w/o classes), builtin reflection
- first-class functions with closures
- duck-typing à la `python` (but better) thanks to its interfaces

- simple exercizes (create a command, handle arguments)
- discover a bit of the surrounding tooling ecosystem:
  - ▶ doc system,
  - ▶ build system,
  - ▶ `CPAN/PyPI/`...-like market-store;
- discover a bit of the standard library (`json, io, os, ...`)
- touch upon `interface`s and concurrency:
  - ▶ `channel`s
  - ▶ `goroutine`s

`github.com/sbinet/ji-2014-go`