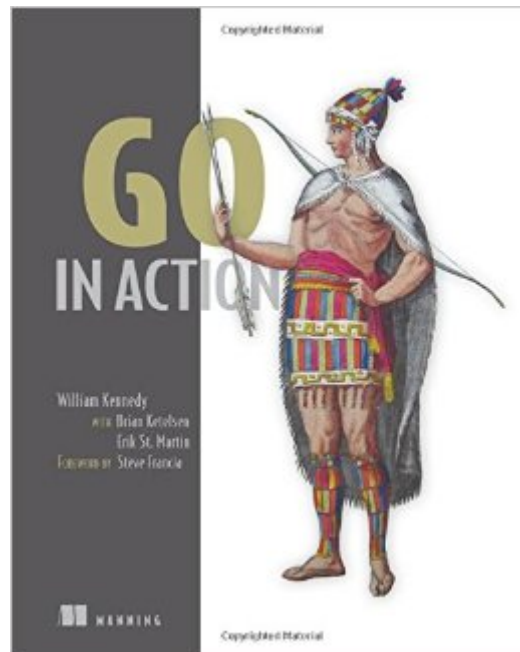


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Go In Action



Synopsis

Summary Go in Action introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by introducing the unique features and concepts of Go. Then, you'll get hands-on experience writing real-world applications including websites and network servers, as well as techniques to manipulate and convert data at speeds that will make your friends jealous. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Application development can be tricky enough even when you aren't dealing with complex systems programming problems like web-scale concurrency and real-time performance. While it's possible to solve these common issues with additional tools and frameworks, Go handles them right out of the box, making for a more natural and productive coding experience. Developed at Google, Go powers nimble startups as well as big enterprises—companies that rely on high-performing services in their infrastructure. About the Book Go in Action is for any intermediate-level developer who has experience with other programming languages and wants a jump-start in learning Go or a more thorough understanding of the language and its internals. This book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type system, concurrency, channels, and testing. What's Inside Language specification and implementation Go's type system Internals of Go's data structures Testing and benchmarking About the Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William Kennedy is a seasoned software developer and author of the blog GoingGo.Net. Brian Ketelsen and Erik St. Martin are the organizers of GopherCon and coauthors of the Go-based Skynet framework. Table of Contents Introducing Go Go quick-start Packaging and tooling Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking

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Customer Reviews

An excellent, well thought out resource on Go. If there are any features of the language that you think need to be demystified, then they are probably given an excellent treatment in this book; it covers pretty much everything. Whereas Go has excellent official documentation, it can be very technical and not a little overwhelming when one is just starting out. This book builds an excellent foundation of understanding, nicely filling the void between simple on-line tutorials and the complexity of the official spec. Obviously there are details in the official documentation that go well beyond what is covered in this book, but if you want a head start in being able to understand those things when you have to look them up, then you can't go wrong reading about them in this book first. There are several really good reasons to read it if one wants to learn Go: It fills in the gaps while managing to explain things in clear and simple terms; if you find the official docs a little hard to read and wish someone would explain them to you, this book does that really well. It shows (and explains) very idiomatic examples of written Go, and why they are written that way. If your code looks like the examples that you see in this book then you're doing it right. It contains examples of *how* things are implemented that vastly help clarify why they would be done one way vs. another. Ever wonder "but why is it idiomatic to do it that way?" You can probably find the answer in this book. The subjects flow well one from the next; each chapter introducing new material principally relays on basics already covered in order to explain it. This makes for a gradually improving understanding of Go in the language of Go. A caveat or two: This is not a beginners book.

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