```go
package main

import "fmt"

type day string

func (d day) printDay() {
    fmt.Println(d)
}

func main() {
    var d day = "Monday"
    d.printDay()
}
```

GO

# [The Google Go Programming Language](#)

**JA Banks**

**The Google Go Programming Language:**

GO Programming in easy steps Mike McGrath,2020-11-13 GO Programming in easy steps has an easy to follow style that will appeal to anyone who wants to begin coding computer programs with Google s Go programming language The code in the listed steps within the book is color coded making it easier for beginners to grasp You need have no previous knowledge of any computer programming language so it s ideal for the newcomer GO Programming in easy steps instructs you how to write code to create your own computer programs It contains separate chapters demonstrating how to store information in data structures how to control program flow using control structures and how to create re usable blocks of code in program functions There are complete step by step example programs that demonstrate each aspect of coding together with screenshots that illustrate the actual output when each program is executed GO Programming in easy steps begins by explaining how to easily create a programming environment on your own computer so you can quickly begin to create your own working programs by copying the book s examples After demonstrating the essential building blocks of computer programming it describes how to use data abstraction for object oriented programming and demonstrates how to code goroutines and channels for concurrency in your programs Table of Contents 1 Get Started 2 Store Values 3 Perform Operations 4 Control Flow 5 Produce Functions 6 Build Structures 7 Create Arrays 8 Harness Time 9 Manage Data 10 Handle Input 11 Employ Concurrency 12 Request Responses *Introduction to Google's Go Programming Language* Orhan Gazi,2023-10-07 This book teaches go programming language Go was originally designed at Google in 2007 Go is a fast and lightweight programming language It has a quicker compilation time compared to C C Go has automatic garbage collector that frees up memory when it is no longer needed Go is a statically typed language that is errors can be caught at compile time rather than at runtime Go was designed to write programs for networking and cloud based or server side applications Go has cross platform support property it can be compiled to run on many platforms like windows linux mac and raspberry pi etc The book is neatly written and includes sufficient number of examples Author of the book uses his years of teaching experience to serve the topics of go programming in a clean and understandable manner **GO Programming in Easy Steps** Mike McGrath,2021-02-19 GO Programming in easy steps has an easy to follow style that will appeal to anyone who wants to begin coding computer programs with Google s Go programming language The code in the listed steps within the book is color coded making it easier for beginners to grasp You need have no previous knowledge of any computer programming language so it s ideal for the newcomer GO Programming in easy steps instructs you how to write code to create your own computer programs It contains separate chapters demonstrating how to store information in data structures how to control program flow using control structures and how to create re usable blocks of code in program functions There are complete step by step example programs that demonstrate each aspect of coding together with screenshots that illustrate the actual output when each program is executed GO Programming in easy steps begins by explaining how to easily create a

programming environment on your own computer so you can quickly begin to create your own working programs by copying the book s examples After demonstrating the essential building blocks of computer programming it describes how to use data abstraction for object oriented programming and demonstrates how to code goroutines and channels for concurrency in your programs       Go Programming Language For Dummies Wei-Meng Lee,2021-03-29 Ready set program with Go Now is the perfect time to learn the Go Programming Language It s one of the most in demand languages among tech recruiters and developers love its simplicity and power Go Programming Language For Dummies is an easy way to add this top job skill to your toolkit Written for novice and experienced coders alike this book traverses basic syntax writing functions organizing data building packages and interfacing with APIs Go or GoLang as it s also known has proven to be a strong choice for developers creating applications for the cloud based world we live in This book will put you on the path to using the language that s created some of today s leading web applications so you can steer your career where you want to Go Learn how Go works and start writing programs and modules Install and implement the most powerful third party Go packages Use Go in conjunction with web services and MySQL databases Keep your codebase organized and use Go to structure data With this book you can join the growing numbers of developers using Go to create 21st century solutions Step inside to take start writing code that puts data in users hands       **Go for Java Programmers** Ph.D. Feigenbaum (Barry),2022 Get an in depth introduction to the Go programming language and its associated standard runtime libraries This book is targeted towards programmers that already know the Java programming language and uses that Java knowledge to direct the learning of Go You will get a deep understanding of the Go language and obtain a good introduction to the extensive Go standard libraries This book teaches Go through clear descriptions of Go features contrasting them with similar Java features and via providing extensive code examples After reading this book you will be knowledgeable enough about Go and its libraries to begin doing effective programming using the Go language Go for Java Programmers is structured more like a tutorial than a reference document It covers key features of Go but not every little detail as a reference might Its goal is to get you competent enough in Go and its runtime that you can begin to effectively write Go programs You will Discover how the Go and Java languages and development experience compare and contrast Examine the key Go Runtime libraries and how they compare to Java libraries See when it is appropriate to use the Go language instead of the Java language Read and understand programs written in Go Write many programs in Go Determine when Go is an appropriate language to develop applications in       *GO Programming Language* Matthew Berger,2020-02 You Are About To Learn How To Build Simple Reliable And Efficient Software With Golang Programming Language If you are looking to add a programming language to your skillset it makes sense to make Golang or simply Go your programming language of choice Developed by engineers at Google you can rest assured that just like Google Go delivers much more than you can imagine in making the software development process easy efficient reliable scalable fast and simple Developed with the idea of resolving the inadequacies that come with C

programming language you can be assured that Go is just as powerful as the most popular programming languages if not more powerful and won t limit you as to what you can do With a rich standard library dynamic typing capability garbage collection type safety and many other advanced built in types such as key value maps Go will amaze you as to what you can do with it So what makes Go programming special compared to programming in other languages How do you get started with Go How can you compose reliable applications using Go s high power functions How can you create and initialize maps with Go And how to effectively use Go programming for doing projects If you have any of these and other related questions this book is for you so keep reading as it covers everything about Golang from A Z using simple language that you will understand and apply with ease Inside this book you will learn The basics of Go programming language including what it is how it works how it was developed and why you should consider it How to write your first program with Go How to write command line arguments find duplicate lines create animated GIFs fetch a URL and a web page by URL using Go The ins and outs of Go s program structure including Go assignment operators the types of declaration and everything about packages and files The basic data types integers floating point numbers complex type numbers Booleans interpreted string literals strings with UTF 8 characters and constants in Go Everything you need to know about composite type and numeric constant How to create and initialize maps and important points The ins and outs of struct and parsing templates in Golang The ins and outs of functions in Golang including how to call a function the different function arguments recursion anonymous functions defer and recover An understanding of methods the different types of embedding and encapsulation Some references to help you with Go programming And much more Even if you ve never come across Golang before this book s beginner friendly approach will open your mind to the endless sea of possibilities in the world of Go programming It is designed for software programmers with a need to learn Go programming from scratch It does not make any assumptions that you have prior knowledge of Go or any specific language so you will find it comprehensive irrespective of your skills level     **Go Programming Language** Mem Lnc,John Bach,2021-01-07 Go programming language You may have heard in the last few years about a new programming language that originated from within Google called Go or Golang as a searchable term for search engines through this book we will try to identify this language its advantages disadvantages and what makes it different from others The first chapter of this book will be a verbal lesson only focusing on the points of difference of language with the rest of the languages and is directed to those with some programming background with the rest of the languages but the rest of the lessons will be directed to beginners     **Introduction to Google's Go Programming** Orhan Gazi,2023-10-09 This book teaches go programming language Go was originally designed at Google in 2007 After its introduction go quickly gained popularity among programming languages It is fast and lightweight programming language It has a quicker compilation time compared to C C Go has automatic garbage collector that frees up memory when it is no longer needed Go is a statically typed language that is errors can be caught at compile time rather than

at runtime Go was designed to write programs for networking and cloud based or server side applications Go has cross platform support property it can be compiled to run on many platforms like windows linux mac and raspberry pi etc The book is neatly written and includes sufficient number of examples Author of the book uses his years of teaching experience to serve the topics of go programming in a clean and understandable manner **The Go Programming Language** Alan A. A. Donovan,Brian W. Kernighan,2016 **Software Productivity with Go** Sufyan bin Uzayr,2025-01-16 DESCRIPTION This book is a comprehensive guide to mastering Golang one of the most efficient and developer friendly programming languages available today It is designed to help developers software engineers and tech enthusiasts alike to build high performance secure and scalable applications using Go This book introduces you to Go programming focusing on efficient software development while addressing common challenges It starts with Go installation setting up the Vim IDE and core concepts like concurrency using goroutines and channels You will explore advanced topics including data structures algorithms high performance networking and building secure applications The book also covers essential deployment strategies like microservices and CI CD pipelines along with expert techniques for debugging and error handling It concludes with a detailed case study a review of Go basics and a quick reference cheat sheet giving you practical tools to master Go programming and tackle real world projects with confidence By the end of this book you will be well versed in Golang s capabilities allowing you to confidently apply the language to your job roles in software development backend engineering and system design This book is an essential resource for anyone looking to leverage Golang to build robust high performing applications in a variety of professional settings KEY FEATURES Comprehensive guide to Golang covering basic to advanced programming concepts In depth focus on concurrency networking security and error handling in Go Practical insights for building high performance scalable and secure applications WHAT YOU WILL LEARN Set up and configure a Go development environment using Vim IDE Leverage Go s concurrency model to build high performance applications Implement efficient data structures to optimize your Go programs Develop secure applications by following Go s best security practices Deploy Go applications efficiently for production environments Apply advanced error handling and debugging techniques for stability WHO THIS BOOK IS FOR This book is primarily intended for software developers and engineers who are interested in learning and mastering the Go programming language Prior experience with programming in any language is beneficial but not strictly required TABLE OF CONTENTS 1 Introduction to Golang 2 Setting up Environment for Vim IDE 3 Introduction to Leveraging Concurrency in Go 4 Data Structures in Go 5 Translating Existing Code into Clean Code 6 High Performance Networking with Go 7 Developing Secure Applications with Go 8 Deployment 9 Advanced Error Handling and Debugging Techniques 10 Crash Course and Best Practices in Go Programming APPENDIX The Final Word **The Way to Go** Ivo Balbaert,2012-03-09 This book provides the reader with a comprehensive overview of the new open source programming language Go in its first stable and maintained release Go 1 from Google The language is devised with Java C

like syntax so as to feel familiar to the bulk of programmers today but Go code is much cleaner and simpler to read thus increasing the productivity of developers You will see how Go simplifies programming with slices maps structs and interfaces incorporates functional programming makes error handling easy and secure simplifies concurrent and parallel programming with goroutines and channels And you will learn how to make use of Gos excellent standard library program Go the idiomatic way using patterns and best practices in over 225 working examples and 135 exercises This book focuses on the aspects that the reader needs to take part in the coming software revolution using Go **The Go Programming Language** Alan A. A. Donovan,Brian W. Kernighan,2015-11-16 The Go Programming Language is the authoritative resource for any programmer who wants to learn Go It shows how to write clear and idiomatic Go to solve real world problems The book does not assume prior knowledge of Go nor experience with any specific language so you ll find it accessible whether you re most comfortable with JavaScript Ruby Python Java or C The first chapter is a tutorial on the basic concepts of Go introduced through programs for file I O and text processing simple graphics and web clients and servers Early chapters cover the structural elements of Go programs syntax control flow data types and the organization of a program into packages files and functions The examples illustrate many packages from the standard library and show how to create new ones of your own Later chapters explain the package mechanism in more detail and how to build test and maintain projects using the go tool The chapters on methods and interfaces introduce Go s unconventional approach to object oriented programming in which methods can be declared on any type and interfaces are implicitly satisfied They explain the key principles of encapsulation composition and substitutability using realistic examples Two chapters on concurrency present in depth approaches to this increasingly important topic The first which covers the basic mechanisms of goroutines and channels illustrates the style known as communicating sequential processes for which Go is renowned The second covers more traditional aspects of concurrency with shared variables These chapters provide a solid foundation for programmers encountering concurrency for the first time The final two chapters explore lower level features of Go One covers the art of metaprogramming using reflection The other shows how to use the unsafe package to step outside the type system for special situations and how to use the cgo tool to create Go bindings for C libraries The book features hundreds of interesting and practical examples of well written Go code that cover the whole language its most important packages and a wide range of applications Each chapter has exercises to test your understanding and explore extensions and alternatives Source code is freely available for download from http gopl io and may be conveniently fetched built and installed using the go get command The Way to Go Ivo Balbaert,2012 This book provides the reader with a comprehensive overview of the new open source programming language Go in its first stable and maintained release Go 1 from Google The language is devised with Java C like syntax so as to feel familiar to the bulk of programmers today but Go code is much cleaner and simpler to read thus increasing the productivity of developers You will see how Go simplifies programming with slices maps structs and interfaces incorporates

functional programming makes error handling easy and secure simplifies concurrent and parallel programming with goroutines and channels And you will learn how to make use of Go s excellent standard library program Go the idiomatic way using patterns and best practices in over 225 working examples and 135 exercises This book focuses on the aspects that the reader needs to take part in the coming software revolution using Go       **Ultimate Web Authentication Handbook** Sambit Kumar Dash,2023-10-23 Practical gateway to securing web applications with OIDC OAuth SAML FIDO and Digital Identity to KEY FEATURES Dive into real world practical hands on experience with authentication protocols through sample code Gain a programmer s perspective on cryptography certificates and their role in securing authentication processes Explore a wide array of authentication protocols including TLS SAML OAuth OIDC WebAuthn and Digital Identity Graded step by step guidance that simplifies complex concepts making them accessible to programmers of all levels of expertise DESCRIPTION In today s digital landscape web apps evolve rapidly demanding enhanced security This Ultimate Web Authentication Handbook offers a comprehensive journey into this realm Beginning with web authentication basics it builds a strong foundation You ll explore cryptography fundamentals essential for secure authentication The book delves into the connection between authentication and network security mastering federated authentication via OAuth and OIDC protocols You ll also harness multi factor authentication s power and stay updated on advanced trends The book expands on deepening your understanding of Java Web Token JWT FIDO 2 WebAuthn and biometric authentication to fortify web apps against multifaceted threats Moreover you ll learn to use Identity and Access Management IAM solutions for constructing highly secure systems Whether you re a developer security enthusiast or simply curious about web security this book unlocks the secrets of secure online interactions WHAT WILL YOU LEARN Comprehend Web Application Architectures and Enhance Security Measures Implement Robust Web Security with Public Key Cryptography Harness SAML OAuth and OIDC for Advanced User Authentication and Authorization Strengthen Web App Security with Multi Factor Authentication Transition to Passwordless Authentication with FIDO and Biometric Security Stay Ahead with Insights into Digital Identity Biometric Authentication Post Quantum Cryptography and Zero Trust Architecture Trends WHO IS THIS BOOK FOR This book is for computer programmers web application designers and architects Most Identity Management Products focus on the server components while this book intends to serve numerous developers of client integrations who need a conceptual understanding of the standards The sample applications are developed using Golang and Flutter Web TABLE OF CONTENTS 1 Introduction to Web Authentication 2 Fundamentals of Cryptography 3 Authentication with Network Security 4 Federated Authentication I 5 Federated Authentication II OAuth and OIDC 6 Multifactor Authentication 7 Advanced Trends in Authentication Appendix A The Go Programming Language Reference Appendix B The Flutter Application Framework Appendix C TLS Certificate Creation Index       **Go Recipes** Shiju Varghese,2016-11-17 Solve your Go problems using a problem solution approach Each recipe is a self contained answer to a practical programming problem in Go Go Recipes

contains recipes that deal with the fundamentals of Go allowing you to build simple reliable and efficient software Other topics include working with data using modern NoSQL databases such as MongoDB and RethinkDB The book provides in depth guidance for building highly scalable backend APIs in Go for your mobile client applications and web client applications All this means that you ll be able to write programs that get the most out of multicore and networked machines using Go s novel type system that enables flexible and modular program construction You ll see how to test your Go applications so they are ready for deployment as well as learning how to write HTTP servers to offer you maximum flexibility when dealing with remote clients What You ll Learn Work with the core fundamentals of Go Persist data into NoSQL databases Build scalable backend APIs Test your Go applications Create HTTP web servers in Go Who This Book Is For Experienced programmers who have some or no prior experience with Go *The Art of Go - Basics* Harry Yoon,2021-05-05 Learn Golang Programming by Reading This Book Go is one of the most popular programming languages created by Google Go is much simpler than most other modern programming languages such as Java or C It is easier to learn It is easier to use And it is more fun to use If you are just starting with programming then Go is the perfect language to learn programming with Go is a backend programming language and it is different from other popular dynamic languages like Python and Javascript It requires more discipline It will make you a better programmer Once you are comfortable with Go you can more easily learn other programming languages The Art of Go Basics starts from the absolute basics and moves on to more advanced topics Although it is an introductory book you will gain sufficient knowledge after reading this book that you can venture into a journey of programming in Go on your own If you are a seasoned developer then it will provide a good introduction to idiomatic usages of Go in broad contexts Who is this book for Anyone who wants to know what programming is and how the code is written Anyone who has tried to learn programming and given up because it was too hard Anyone who has some experience in programming and who wants to learn the Go language The Art of Go Basics is organized into a series of small lessons Each lesson starts with simple example programs and it emphasizes code reading rather than premature writing You will learn basics of coding and some intricacies of Golang just by reading each lesson The book includes some optional exercises and it ends with a few final projects The Art of Go Basics covers the following topics as of version Go 1 16 among other things The basic structure of Go programs Basic constructs of the Go programming language such as expressions and statements Primitive types slices maps and functions Go structs interfaces and methods Pointers Value semantics vs reference semantics Value receivers vs pointer receivers Concurrent programming with Goroutines and channels Simple network programming over TCP Simple Web programming using the net http standard package Go build tools Go modules If you are just starting to learn programming then learn Go Learn programming with Go The Art of Go Basics will guide you through your first steps in the wonderful world of programming Get this book now and start learning programming in Go today **Go for Java Programmers** Barry A. Feigenbaum,2026-01-01 Get an in depth introduction to

the Go programming language and its associated standard runtime libraries This book is tailored for Java programmers to utilize their existing knowledge to learn Go You will get a deep understanding of the Go language and obtain a good introduction to the extensive Go standard libraries The Second Edition is updated for new and enhanced APIs in both Java and Go including revised discussions on modules and Go generics Through clear descriptions of Go features contrasted with similar Java features and new extensive code examples you will possess enough knowledge of Go s libraries to begin doing effective programming in the language Go for Java Programmers is structured more like a tutorial than a reference document It covers key features of Go but not every little detail as a reference might Its goal is to get you competent enough in Go and its runtime that you can begin to effectively write Go programs What You Will Learn Examine the key Go Runtime libraries and how they compare to Java libraries See when it is appropriate to use the Go language instead of the Java language Read and understand programs written in Go Write many programs in Go Determine when Go is an appropriate language to develop applications in Discover how the Go and Java languages and development experience compare and contrast Who This Book Is For Primarily existing professional Java programmers or students that already know something about Java A basic understanding of Java is expected Some basic programming experience with imperative languages is expected **Go for Java Programmers** Barry Feigenbaum, Ph.D.,2021-10-28 Get an in depth introduction to the Go programming language and its associated standard runtime libraries This book is targeted towards programmers that already know the Java programming language and uses that Java knowledge to direct the learning of Go You will get a deep understanding of the Go language and obtain a good introduction to the extensive Go standard libraries This book teaches Go through clear descriptions of Go features contrasting them with similar Java features and via providing extensive code examples After reading this book you will be knowledgeable enough about Go and its libraries to begin doing effective programming using the Go language Go for Java Programmers is structured more like a tutorial than a reference document It covers key features of Go but not every little detail as a reference might Its goal is to get you competent enough in Go and its runtime that you can begin to effectively write Go programs What You Will Learn Examine the key Go Runtime libraries and how they compare to Java libraries See when it is appropriate to use the Go language instead of the Java language Read and understand programs written in Go Write many programs in Go Determine when Go is an appropriate language to develop applications in Discover how the Go and Java languages and development experience compare and contrast Who This Book Is For Primarily existing professional Java programmers or students that already know something about Java A basic understanding of Java is expected Some basic programming experience with imperative languages is expected **Learn Golang** Koso Brown,2024-03-14 Google s Go programming language which has been available for more than a decade has changed from being a curiosity for tech enthusiasts to the robust programming language used in some of the most significant cloud native software projects worldwide Although Go also known as Golang was developed by Google staff members primarily Rob Pike a

notable engineer at Google and a veteran Unix expert it is not officially a Google project Instead Go is an open source project that is being developed by the community with strong leadership guiding the language s future direction and how it should be utilized Go is designed to be easy to use simple to learn and easy for other developers to read Go s feature set is somewhat small especially in comparison to other programming languages like C Because of its syntax which is similar to that of C Go is relatively simple for experienced C developers to understand Nevertheless a lot of Go s features particularly its functional programming and concurrency features are reminiscent of Erlang and other older languages Go shares many similarities with Java as a C like language for creating and managing cross platform enterprise applications of various kinds You might also compare Go and Python to facilitate the quick construction of code that might execute anywhere but the distinctions between the two languages are much more than the similarities quick statically typed compiled language that feels like a dynamically typed interpreted language is how the Go documentation characterizes Go Even a big Go program can be compiled in a few seconds Additionally Go does not have as much overhead as C style includes files and libraries

Introducing Go Caleb Doxsey,2016-01-07 Perfect for beginners familiar with programming basics this hands on guide provides an easy introduction to Go the general purpose programming language from Google Author Caleb Doxsey covers the language s core features with step by step instructions and exercises in each chapter to help you practice what you learn Go is a general purpose programming language with a clean syntax and advanced features including concurrency This book provides the one on one support you need to get started with the language with short easily digestible chapters that build on one another By the time you finish this book not only will you be able to write real Go programs you ll be ready to tackle advanced techniques Jump into Go basics including data types variables and control structures Learn complex types such as slices functions structs and interfaces Explore Go s core library and learn how to create your own package Write tests for your code by using the language s go test program Learn how to run programs concurrently with goroutines and channels Get suggestions to help you master the craft of programming

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**The Google Go Programming Language Introduction**

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