

```
1 package main
2
3 import "fmt"
4
5 type day string
6
7 func (d day) printDay() {
8     fmt.Println(d)
9 }
10
11 func main() {
12     var d day = "Monday"
13     d.printDay()
14 }
15
```

The logo for the Go programming language, featuring the word "GO" in a bold, blue, sans-serif font. To the left of the "G" are three horizontal blue lines of decreasing length, suggesting motion or speed.

# The Go Programming Language

**Mike McGrath**



## **The Go Programming Language:**

**The Go Programming Language** Alan A. A. Donovan, Brian W. Kernighan, 2016      **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.

*Golang Mini Reference* Harry Yoon, *Learn Golang Essentials in a Weekend*. Go is one of the most powerful and yet the simplest modern programming languages. We go through all important features of the modern Go programming language as of 1.18 and 1.19, 2022, including generics. Why Go? Go is a simple, easy-to-learn and use, beginner-friendly, high-level programming language. Go is suitable for low-level systems programming, traditionally done by low-level languages like C. Go is one of the most popular languages in modern Web services and application development. Go is one of the most widely used CLI application languages for system administration and network management. Go is fun. Although the book is written as a reference, you can read it more or less from beginning to end, and you should be able to get the overall picture of the Go language, but not necessarily all the gory details, if you have some prior experience with programming in Go or other similar C-style languages. The book

covers Go toolchain Workspaces modules Go program execution model Packages Variable constant declarations Builtin types builtin functions Structs interfaces Generic types Functions methods Generic functions Expressions and statements Goroutines The book also includes a bonus chapter on generics for people who are new to programming with the parameterized types Generics brings the power of the modern type system to the Go programming language You won't be able to program effectively in Go without fully utilizing generics moving forward Order your copy today and learn Go this weekend

[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 *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 **Let Us Go!** Rahul Sid Patil,2025-08-12 This book is a comprehensive guide designed to introduce newcomers to Go Golang It covers the essential topics that you would need to build a solid foundation in Golang including basic syntax data types control structures functions and packages Along with the basics of the language you will also learn how to set up a development environment integrate Visual Studio Code and use Git and GitHub for version control Learn the language through practical hands on interactive exercises using Go Playground and real world projects In the book you can work through detailed step by step instructions from environment setup to project deployment and easily follow along without prior experience Each chapter builds progressively guiding you from writing simple programs to developing a useful CLI tool and a basic web service By treating each example as a GitHub project the book ensures you gain experience in project management and collaborative development Topics such as error handling testing and concurrency are covered in depth providing you with the skills needed to write efficient and reliable Go

code The appendix includes valuable resources like quick reference guides and best practices for Go programming This book is an indispensable resource for you in Go due to its highly practical hands on approach with detailed step by step instructions comprehensive integration with modern development tools and real world project examples What You'll Learn Basic Go Programming Concepts like variables data types control structures functions and packages Setting up a Go development environment and configuring Visual Studio Code for Go projects Building deploying and maintaining a useful Command Line Interface CLI tool in Go Applying Go programming concepts through hands on projects and real world examples Who this book is for Software architects and engineers students hobbyists educators and trainers *The Go Programming Language Phrasebook* David Chisnall,2012-05-01 The Go Programming Language Phrasebook Essential Go code and idioms for all facets of the development process This guide gives you the code phrases you need to quickly and effectively complete a wide variety of projects with Go today's most exciting new programming language Tested easy to adapt code examples illuminate every step of Go development helping you write highly scalable concurrent software You'll master Go specific idioms for working with strings collections arrays error handling goroutines slices maps channels numbers dates times files networking web apps the runtime and more Concise and Accessible Easy to carry and easy to use Ditch all those bulky books for one portable pocket guide Flexible and Functional Packed with more than 100 customizable code snippets Quickly create solid Go code to solve just about any problem Register your book at [informit.com](http://informit.com) register for convenient access to downloads updates and corrections as they become available *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 [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 reusable 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

**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

[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](#) Alexa Goldberg, 2019-06-24 The Go Programming Language Introducing Go How to Build Scalable and Reliable Programs In September 2007 Google started to internally compile multi threaded programming language called Go which is often referred to as Golang Three software designers namely Robert Grizmer Rob Pike and Ken Thompson who were previously working together at Inferno systems development projects came together to design Golang OpenBSD Plan 9 Solaris Android Linux MacOS Dragonfly BSD and a few other operating systems were developed by Golang Creators The idea of developing Golang was to have high performance programs to run on modern distributed systems together with multi core processors Go was designed to help solve most of the real world challenges when using Google to develop software There are a number

of problems to be solved with some of them being high cost of updates uncontrollable dependencies development duplication slow build on programs and many more In this book we aim to gather some of the basic facts you need to know about Golang Our team has compiled every possible small detail or procedure about Golang and we are excited to share with you in the following but not limited topics History of language and its necessity Comparison with other languages Performance Speed Syntax Type Design Interface System Syntactic Features Features of work in the GO Companies actively using GO GO development examples Spread and prospects Development tools Examples of using program GO rating Download your copy of The Go Programming Language by scrolling up and clicking Buy Now With 1 Click button **Go Programming**

**Language** Steven Keller,2016-10-18 This guide is an exploration of the Go programming language version 1.6 It begins by explaining to the user about the Go programming language so that they can learn the purposes for which it can be used as well as where it originated from Go 1.6 supports a feature known as concurrent programming in which several tasks can be carried out simultaneously This book guides you on how to fetch URLs concurrently in Go 1.6 In this case you will learn how to fetch more than one URL at the same time in Go programming language The HTTP 2 protocol which is now supported in Go programming language is explored You will learn how to create a HTTP 2 server in Go programming and establish a connection to it from the Go client Template blocks which are very useful when programming in Go programming language have been explored in detail thus you will learn how to work with them The feature known as Language Matching in Go is also examined The process of sorting has been advanced in Go 1.6 thus you will learn the new techniques which are employed The following topics are discussed Overview Fetching URLs Concurrently HTTP 2 and Go Template Blocks Language Matching Sorting Package Reflect Tools **Go Programming for Beginners** Tommy Clark , Go Programming for Beginners Master Go from Scratch with Easy to Follow Steps Learn Go from the Ground Up with Clear Instructions Practical Examples and Expert Guidance Perfect for Aspiring Developers Are you ready to dive into one of the most powerful and in demand programming languages of the modern era Go Programming for Beginners is your ultimate beginner s guide to learning the Go programming language from the ground up even if you ve never written a single line of code before This book makes it easy to understand complex concepts with clear step by step instructions real world examples and expert insights Whether you re looking to launch a new career expand your skills or build high performance applications this is the perfect starting point What You ll Learn Inside The Basics Made Simple Understand Go s elegant syntax variables data types loops and functions with easy to digest chapters that make learning feel effortless Hands On Programming Each chapter includes Go programming language examples that you can practice immediately because the best way to learn is by doing Real World Use Cases Discover what the Go programming language is used for including backend development cloud computing APIs and more Expert Tips and Guidance Avoid beginner pitfalls with curated tips and best practices from seasoned Go developers A Strong Foundation for the Future Whether you re aiming for backend cloud native or systems

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What you will learn Clear guidance on using Go for production systems Detailed explanations of how Go internals work the design choices behind the language and how to optimize your Go code A full guide to all Go data types composite types and data structures Master packages reflection and interfaces for effective Go programming Build high performance systems networking code including server and client side applications Interface with other systems using WebAssembly JSON and gRPC Write reliable high performance concurrent code Build machine learning systems in Go from simple statistical regression to complex neural networks Who this book is for Mastering Go Second Edition is for Go programmers who already know the language basics and want to become expert Go practitioners Table of Contents Go and the Operating System Understanding Go Internals Working with Basic Go Data Types The Uses of Composite Types How to Enhance Go Code with Data Structures What You Might Not Know About Go Packages and functions Reflection and Interfaces for All Seasons Telling a Unix System What to Do Concurrency in Go Goroutines Channels and Pipelines Concurrency in Go Advanced Topics Code Testing Optimization and Profiling The Foundations of Network Programming in Go Network Programming Building Your Own Servers and Clients Machine Learning in Go Review Mastering Go Second Edition is a must read for developers wanting to expand their knowledge of the language or wanting to pick it up from scratch Alex Ellis Founder of OpenFaaS Ltd CNCF Ambassador

**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 Design Patterns** Mario Castro Contreras,2017-02-24 Learn idiomatic efficient clean and extensible Go design and concurrency patterns by using TDD About This Book A highly practical guide filled with numerous examples unleashing the power of design patterns with Go Discover an introduction of the CSP concurrency model by explaining GoRoutines and channels Get a full explanation including comprehensive text and examples of all known GoF design patterns in Go Who This Book Is For The target audience is both beginner and advanced level developers in the Go programming language No knowledge of design patterns is expected What You Will Learn All basic syntax and tools needed to start coding in Go Encapsulate the creation of complex objects in an idiomatic way in Go Create unique instances that cannot be duplicated within a program Understand the importance of object encapsulation to provide clarity and maintainability Prepare cost effective actions so that different parts of the program aren t affected by expensive tasks Deal with channels and GoRoutines within the Go context to build concurrent application in Go in an idiomatic way In

Detail Go is a multi paradigm programming language that has built in facilities to create concurrent applications Design patterns allow developers to efficiently address common problems faced during developing applications Go Design Patterns will provide readers with a reference point to software design patterns and CSP concurrency design patterns to help them build applications in a more idiomatic robust and convenient way in Go The book starts with a brief introduction to Go programming essentials and quickly moves on to explain the idea behind the creation of design patterns and how they appeared in the 90 s as a common language between developers to solve common tasks in object oriented programming languages You will then learn how to apply the 23 Gang of Four GoF design patterns in Go and also learn about CSP concurrency patterns the killer feature in Go that has helped Google develop software to maintain thousands of servers With all of this the book will enable you to understand and apply design patterns in an idiomatic way that will produce concise readable and maintainable software Style and approach This book will teach widely used design patterns and best practices with Go in a step by step manner The code will have detailed examples to allow programmers to apply design patterns in their day to day coding

**Go Mini Reference** Harry Yoon,2022-09-17 Learn Golang Essentials in a Weekend Go is one of the most powerful and yet the simplest modern programming languages We go through all important features of the modern Go programming language as of 1 18 and 1 19 2022 including generics Why Go Go is a simple easy to learn and use beginner friendly high level programming language Go is suitable for low level systems programming traditionally done by low level languages like C Go is one of the most popular languages in modern Web services and application development Go is one of the most widely used CLI application languages for system administration and network management Go is fun Although the book is written as a reference you can read it more or less from beginning to end and you should be able to get the overall picture of the Go language but not necessarily all the gory details if you have some prior experience with programming in Go or other similar C style languages The book covers Go toolchain Workspaces modules Go program execution model Packages Variable constant declarations Builtin types builtin functions Structs interfaces Generic types Functions methods Generic functions Expressions and statements The book also includes a bonus chapter on generics for people who are new to programming with the parameterized types Order your copy today LIMITED TIME OFFER Purchase a Kindle paperback today and sign up on the mailing list and we will send you a color PDF copy of the book free

[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

**The Go Programming Language Guide** ,2016 While there are many programming languages available for the developers today very few of them are known for their efficiency and speed The Go programming language developed in Google in 2007 is one of them With faster compile times and built in concurrency Go has become a popular choice for the developers to build fast efficient applications This comprehensive 6 hour course will give you a complete introduction to Go starting right from the basics taking you all the way to developing and deploying applications on the cloud You will begin with understanding what Go is about and why you should use it You will understand the basics of Go programming right from setting up the development environment for Go to the basic features like functions and pointers You will also learn about the more advanced Go concepts like pipes and routines and how to use them Finally you will develop standalone applications in Go and also see how you can use Go in tandem with the popular programming languages like C Java and Python During the entire course you will also look at the critical issues that can encounter when actually building Go applications and learn ways to tackle them

Resource description page

## Whispering the Strategies of Language: An Emotional Journey through **The Go Programming Language**

In a digitally-driven earth wherever screens reign great and instant conversation drowns out the subtleties of language, the profound techniques and emotional subtleties concealed within words often get unheard. Yet, set within the pages of **The Go Programming Language** a captivating fictional prize pulsing with fresh thoughts, lies a fantastic journey waiting to be undertaken. Penned by a skilled wordsmith, that charming opus invites visitors on an introspective trip, lightly unraveling the veiled truths and profound influence resonating within the cloth of each word. Within the psychological depths with this emotional review, we can embark upon a genuine exploration of the book's primary subjects, dissect their fascinating writing style, and yield to the powerful resonance it evokes serious within the recesses of readers' hearts.

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