Web Development With Go Building Scalable Web Apps And Restful Services

The Jaguar Smile
Learn how to build powerful RESTful APIs with Golang that scale gracefully
Cloud Native Programming with Golang
Building Scalable Web Apps and RESTful Services
The Go Programming Language
Hands-On RESTful Web Services with Go, Second Edition
Cloud Native Go
Building Distributed Applications in Gin
Web Coding & Development All-in-One For Dummies
Essential Skills for Using and Securing Networks
Build ScalableNext-Gen Web Application using Golang (English Edition)
Move beyond basic programming to design and build reliable software with clean

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Building RESTful Web services with Go
Practical Web Development with Haskell
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A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics
Develop microservice-based high performance web apps for the cloud with Go
Build Bulletproof Web Apps with Less Code
Go in Action
Agile Web Development with Rails 6
Enterprise Web Development
The Daily Show (The Book)
Web Development with Go
Building JavaScript, CSS, HTML and Ajax-based Applications for iPhone, Android, Palm Pre, BlackBerry, Windows Mobile and Nokia S60
Hands-On Software Engineering with Golang
Learning Go
An Oral History as Told by Jon Stewart, the Correspondents, Staff and Guests
Go Programming Language For Dummies
Hands-On System Programming with Go

Build full-stack web applications with Go
Owl Babies
Performance, Concurrency, Scalability
Master the Essential Skills to Build Fast and Scalable Web Applications
Hands-On GUI Application Development in Go
Go: Building Web Applications
Go Web Programming
Learning Web Design
Build Websites with Hugo

KIRSTEN HANA

The Jaguar Smile BPB Publications
Today’s Web 2.0 applications (think Facebook and Twitter) go far beyond the confines of the desktop and are widely used on mobile devices. The mobile Web has become incredibly popular given the success of the iPhone and BlackBerry, the importance of Windows Mobile, and the emergence of Palm Pre (and its webOS platform). At Apress, we are fortunate to have Gail Frederick of the well-known training site Learn the Mobile Web offer her expert advice in Beginning Smartphone Web Development. In this book, Gail teaches the web standards

and fundamentals specific to smartphones and other feature-driven mobile phones and devices. Shows you how to build interactive mobile web sites using web technologies optimized for browsers in smartphones Details markup fundamentals, design principles, content adaptation, usability, and interoperability Explores cross-platform standards and best practices for the mobile Web authored by the W3C, dotMobi, and similar organizations Dives deeps into the feature sets of the most popular mobile browsers, including WebKit, Chrome, Palm Pre webOS, Pocket IE, Opera Mobile, and Skyfire By the end of this book, you'll have the training, tools, and techniques for creating robust mobile web experiences on any of these platforms for your favorite smartphone or other mobile device.

Learn how to build powerful RESTful APIs with Golang that scale gracefully Packt Publishing Ltd

WordPress is much more than a blogging platform. As this practical guide clearly demonstrates, you can use WordPress to build web apps of any type—not mere content sites, but full-blown apps for specific tasks. If you have PHP experience with a smattering of HTML, CSS, and JavaScript, you'll learn how to use WordPress plugins and themes to develop fast, scalable, and secure web apps, native mobile apps, web services, and even a network of multiple WordPress sites. The authors use examples from their recently released SchoolPress app to explain concepts and

techniques throughout the book. All code examples are available on GitHub. Compare WordPress with traditional app development frameworks Use themes for views, and plugins for backend functionality Get suggestions for choosing WordPress plugins—or build your own Manage user accounts and roles, and access user data Build asynchronous behaviors in your app with jQuery Develop native apps for iOS and Android, using wrappers Incorporate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Use techniques to speed up and scale your WordPress app

Cloud Native Programming with Golang

Packt Publishing Ltd

Explore the necessary concepts of REST API development by building few real world services from scratch. About This Book Follow best practices and explore techniques such as clustering and caching to achieve a reactive, scalable web service Leverage the Gin Framework to quickly implement RESTful endpoints Learn to implement a client library for a RESTful web service using Go Who This Book Is For This book is intended for those who want to learn to build RESTful web services with a framework like Gin. To make best use of the code samples included in the book, you should have a basic knowledge of Go programming. What You Will Learn Create HTTP handler and introspect the Gorilla Mux router OAuth 2 implementation with Go Build RESTFul API with Gin Framework Create REST API

with MongoDB and Go Build a working client library and unit test for REST API Debug, test, and profile RESTful APIs with each of the frameworks Optimize and scale REST API using microservices In Detail REST is an architectural style that tackles the challenges of building scalable web services and in today's connected world, APIs have taken a central role on the web. APIs provide the fabric through which systems interact, and REST has become synonymous with APIs. The depth, breadth, and ease of use of Go, makes it a breeze for developers to work with it to build robust Web APIs. This book takes you through the design of RESTful web services and leverages a framework like Gin to implement these services. The book starts with a brief introduction to REST API development and how it transformed the modern web. You will learn how to handle routing and authentication of web services along with working with middleware for internal service. The book explains how to use Go frameworks to build RESTful web services and work with MongoDB to create REST API. You will learn how to integrate Postgres SQL and JSON with a Go web service and build a client library in Go for consuming REST API. You will learn how to scale APIs using the microservice architecture and deploy the REST APIs using Nginx as a proxy server. Finally you will learn how to metricize a REST API using an API Gateway. By the end of the book you will be proficient in building RESTful APIs in Go. Style and Approach This book is a step-by-step, hands-on guide to

designing and building RESTful web services.

Building Scalable Web Apps and RESTful Services Packt Publishing Ltd

The baby owls came out of their house, and they sat on the tree and waited. A big branch for Sarah, a small branch for Percy, and an old piece of ivy for Bill. When three baby owls awake one night to find their mother gone, they can't help but wonder where she is. Stunning illustrations from unique and striking perspectives capture the owls as they worry about their mother: What is she doing? When will she be back? What scary things move all around them? Not surprisingly, a joyous flapping and dancing and bouncing greets her return, lending a celebratory tone to the ending of this comforting tale. Never has the plight of young ones who miss their mother been so simply told or so beautifully rendered.

The Go Programming Language Pragmatic Bookshelf

Go is rapidly becoming the preferred language for building web services. There are plenty of tutorials available that teach Go's syntax to developers with experience in other programming languages. But tutorials aren't enough. They don't teach Go's idioms, so developers end up recreating patterns that don't make sense in a Go context. This practical guide provides the essential background you need to write clear and idiomatic Go. No matter your level of experience, you'll learn how to think like a Go developer. Author Jon Bodner reveals design patterns that

experienced Go developers have adopted and the rationale for them. You'll learn how to structure your project and choose the proper tools and libraries to create successful software. Learn how to write idiomatic code in Go and design a Go project Understand the reasons for the design decisions in Go Set up a Go development environment for a solo developer or team Learn how and when to use reflection, unsafe, and CGo Learn how Go's features allow the language to run efficiently Know which Go features you should use sparingly, or not at all Learn the future of Go, including Generics

Hands-On RESTful Web Services with Go, Second Edition "O'Reilly Media, Inc."

Go programming has been rapidly adopted by developers for building web applications. With its ecosystem growing in size and its stable architecture, Go offers a library for building scalable and high-performant web services and apps. Hands-On Full Stack Development with Go is a comprehensive guide that covers all aspects of full-stack ...

Cloud Native Go Packt Publishing Ltd

Build real-world, production-ready solutions by harnessing the powerful features of Go About This Book An easy-to-follow guide that provides everything a developer needs to know to build end-to-end web applications in Go Write interesting and clever, but simple code, and learn skills and techniques that are directly transferable to your own projects A practical approach to utilize application scaffolding to design highly scalable programs that are deeply

rooted in go routines and channels Who This Book Is For This book is intended for developers who are new to Go, but have previous experience of building web applications and APIs. What You Will Learn Build a fully featured REST API to enable client-side single page apps Utilize TLS to build reliable and secure sites Learn to apply the nuances of the Go language to implement a wide range of start-up quality projects Create websites and data services capable of massive scale using Go's net/http package, exploring RESTful patterns as well as low-latency WebSocket APIs Interact with a variety of remote web services to consume capabilities ranging from authentication and authorization to a fully functioning thesaurus Explore the core syntaxes and language features that enable concurrency in Go Understand when and where to use concurrency to keep data consistent and applications non-blocking, responsive, and reliable Utilize advanced concurrency patterns and best practices to stay low-level without compromising the simplicity of Go itself In Detail Go is an open source programming language that makes it easy to build simple, reliable, and efficient software. It is a statically typed language with syntax loosely derived from that of C, adding garbage collection, type safety, some dynamic-typing capabilities, additional built-in types such as variable-length arrays and key-value maps, and a large standard library. This course starts with a walkthrough of the topics most critical to anyone building a new web

application. Whether it's keeping your application secure, connecting to your database, enabling token-based authentication, or utilizing logic-less templates, this course has you covered. Scale, performance, and high availability lie at the heart of the projects, and the lessons learned throughout this course will arm you with everything you need to build world-class solutions. It will also take you through the history of concurrency, how Go utilizes it, how Go differs from other languages, and the features and structures of Go's concurrency core. It will make you feel comfortable designing a safe, data-consistent, and high-performance concurrent application in Go. This course is an invaluable resource to help you understand Go's powerful features to build simple, reliable, secure, and efficient web applications. Style and approach This course is a step-by-step guide, which starts off with the basics of go programming to build web applications and will gradually move on to cover intermediate and advanced topics. You will be going through this smooth transition by building interesting projects along with the authors, discussing significant options, and decisions at each stage, while keeping the programs lean, uncluttered, and as simple as possible.

Building Distributed Applications in Gin

Packt Publishing Ltd

APIs are transforming the business world at an increasing pace. Gain the essential skills needed to quickly design, build, and deploy quality web APIs that are

robust, reliable, and resilient. Go from initial design through prototyping and implementation to deployment of mission-critical APIs for your organization. Test, secure, and deploy your API with confidence and avoid the "release into production" panic. Tackle just about any API challenge with more than a dozen open-source utilities and common programming patterns you can apply right away. Good API design means starting with the API-First principle - understanding who is using the API and what they want to do with it - and applying basic design skills to match customers' needs while solving business-critical problems. Use the Sketch-Design-Build method to create reliable and scalable web APIs quickly and easily without a lot of risk to the day-to-day business operations. Create clear sequence diagrams, accurate specifications, and machine-readable API descriptions all reviewed, tested, and ready to turn into fully-functional NodeJS code. Create reliable test collections with Postman and implement proper identity and access control security with AuthO-without added cost or risk to the company. Deploy all of this to Heroku using a continuous delivery approach that pushes secure, well-tested code to your public servers ready for use by both internal and external developers. From design to code to test to deployment, unlock hidden business value and release stable and scalable web APIs that meet customer needs and solve important business problems in a consistent and reliable manner.

Web Coding & Development All-in-One For Dummies "O'Reilly Media, Inc." 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.

Essential Skills for Using and Securing Networks Simon and Schuster

Summary Go Web Programming teaches you how to build scalable, high-performance web applications in Go using modern design principles.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Go language handles the demands of scalable, high-performance web applications by providing clean and fast compiled code, garbage collection, a simple concurrency model, and a fantastic standard library. It's perfect for writing microservices or building scalable, maintainable systems. About the Book Go Web Programming teaches you how to build web applications in Go using modern design principles. You'll learn how to implement the dependency injection design pattern for writing test doubles, use concurrency in web applications, and create and consume JSON and XML in web services. Along the way, you'll discover how to minimize your dependence on external frameworks, and you'll pick up valuable productivity techniques for testing and deploying your applications. What's Inside Basics Testing and benchmarking Using concurrency Deploying to standalone servers, PaaS, and Docker Dozens of tips, tricks, and techniques About the Reader This book assumes you're familiar with Go language basics and the general concepts of web development. About the Author Sau Sheong Chang is Managing Director of Digital Technology at Singapore Power and an active contributor to the Ruby and Go communities. Table of Contents PART 1 GO AND WEB APPLICATIONS Go and web applications Go ChitChat PART 2 BASIC WEB APPLICATIONS Handling requests Processing requests Displaying

content Storing data PART 3 BEING REAL Go web services Testing your application Leveraging Go concurrency Deploying Go

Build ScalableNext-Gen Web Application using Golang (English Edition) Pragmatic Bookshelf Discover practical techniques to build cloud-native apps that are scalable, reliable, and always available. Key Features Build well-designed and secure microservices. Enrich your microservices with continous integration and monitoring. Containerize your application with Docker Deploy your application to AWS. Learn how to utilize the powerful AWS services from within your application Book Description Awarded as one of the best books of all time by BookAuthority, Cloud Native Programming with Golang will take you on a journey into the world of microservices and cloud computing with the help of Go. Cloud computing and microservices are two very important concepts in modern software architecture. They represent key skills that ambitious software engineers need to acquire in order to design and build software applications capable of performing and scaling. Go is a modern cross-platform programming language that is very powerful yet simple; it is an excellent choice for microservices and cloud applications. Go is gaining more and more popularity, and becoming a very attractive skill. This book starts by covering the software architectural patterns of cloud applications, as well as practical concepts regarding how to

scale, distribute, and deploy those applications. You will also learn how to build a JavaScript-based front-end for your application, using TypeScript and React. From there, we dive into commercial cloud offerings by covering AWS. Finally, we conclude our book by providing some overviews of other concepts and technologies that you can explore, to move from where the book leaves off. What you will learn Understand modern software applications architectures Build secure microservices that can effectively communicate with other services Get to know about event-driven architectures by diving into message queues such as Kafka, Rabbitmq, and AWS SQS. Understand key modern database technologies such as MongoDB, and Amazon's DynamoDB Leverage the power of containers Explore Amazon cloud services fundamentals Know how to utilize the power of the Go language to access key services in the Amazon cloud such as S3, SQS, DynamoDB and more. Build front-end applications using ReactJS with Go Implement CD for modern applications Who this book is for This book is for developers who want to begin building secure, resilient, robust, and scalable Go applications that are cloud native. Some knowledge of the Go programming language should be sufficient.To build the front-end application, you will also need some knowledge of JavaScript programming.

Move beyond basic programming to design and build reliable software with clean code Pragmatic Bookshelf

Go is rapidly becoming the preferred language for building web services. While there are plenty of tutorials available that teach Go's syntax to developers with experience in other programming languages, tutorials aren't enough. They don't teach Go's idioms, so developers end up recreating patterns that don't make sense in a Go context. This practical guide provides the essential background you need to write clear and idiomatic Go. No matter your level of experience, you'll learn how to think like a Go developer. Author Jon Bodner introduces the design patterns experienced Go developers have adopted and explores the rationale for using them. You'll also get a preview of Go's upcoming generics support and how it fits into the language. Learn how to write idiomatic code in Go and design a Go project Understand the reasons for the design decisions in Go Set up a Go development environment for a solo developer or team Learn how and when to use reflection, unsafe, and cgo Discover how Go's features allow the language to run efficiently Know which Go features you should use sparingly or not at all

Building RESTful Web services with Go

Packt Publishing Ltd

Your one-stop guide to the common patterns and practices, showing you how to apply these using the Go programming language About This Book This short, concise, and practical guide is packed with real-world examples of building microservices with Go It is easy to read and will benefit smaller teams

who want to extend the functionality of their existing systems Using this practical approach will save your money in terms of maintaining a monolithic architecture and demonstrate capabilities in ease of use Who This Book Is For You should have a working knowledge of programming in Go, including writing and compiling basic applications. However, no knowledge of RESTful architecture, microservices, or web services is expected. If you are looking to apply techniques to your own projects, taking your first steps into microservice architecture, this book is for you. What You Will Learn Plan a microservice architecture and design a microservice Write a microservice with a RESTful API and a database Understand the common idioms and common patterns in microservices architecture Leverage tools and automation that helps microservices become horizontally scalable Get a grounding in containerization with Docker and Docker-Compose, which will greatly accelerate your development lifecycle Manage and secure Microservices at scale with monitoring, logging, service discovery, and automation Test microservices and integrate API tests in Go In Detail Microservice architecture is sweeping the world as the de facto pattern to build web-based applications. Golang is a language particularly well suited to building them. Its strong community, encouragement of idiomatic style, and statically-linked binary artifacts make integrating it with other technologies and managing

microservices at scale consistent and intuitive. This book will teach you the common patterns and practices, showing you how to apply these using the Go programming language. It will teach you the fundamental concepts of architectural design and RESTful communication, and show you patterns that provide manageable code that is supportable in development and at scale in production. We will provide you with examples on how to put these concepts and patterns into practice with Go. Whether you are planning a new application or working in an existing monolith, this book will explain and illustrate with practical examples how teams of all sizes can start solving problems with microservices. It will help you understand Docker and Docker-Compose and how it can be used to isolate microservice dependencies and build environments. We finish off by showing you various techniques to monitor, test, and secure your microservices. By the end, you will know the benefits of system resilience of a microservice and the advantages of Go stack. Style and approach The step-by-step tutorial focuses on building microservices. Each chapter expands upon the previous one, teaching you the main skills and techniques required to be a successful microservice practitioner.

Practical Web Development with Haskell Simon and Schuster

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

Vintage Canada

Deep dive into the essential topics in Go programming KEY FEATURES • Understand the fundamentals of Go language, its history, purpose and success stories. • Learn how to work with Variables, Constants, Data types, Operators, Control structures and Functions. • Get familiar and work with the standard Golang libraries. • Learn how to create custom packages and third-party package installation. • Understand how concurrency is achieved in Go with the use of Goroutines, Mutex and Channels. • Understand how an error is handled in Golang and supported libraries. DESCRIPTION This book is a unique read for both beginners and developers as it extensively covers topics ranging from fundamentals to advanced topics in Go programming. Basics such as Data types, Control structures and Loops in have been explained in-depth. A detailed description of Structs, Interfaces,

Polymorphism and Concurrency will enable you to write professional codes using Golang. You will get an idea of error data type and how to recover it in Golang. You will be capable of using standard libraries, create custom packages and install third party packages in Go. Creation of functions and invoking them in Go have been vividly explained. By the end, you will be able to write advanced Golang code and at the same time, develop an application with Golang server. WHAT YOU WILL LEARN • Learn how to write codes using Control structures and Loops in Go • Get familiar with the type of Operators in Go • Learn how to work with Arrays and Slices in Go • Get familiar and work with the functions in Go • Learn how to implement Concurrent programming in Go WHO THIS BOOK IS FOR This book is for anyone who wants to learn the Golang programming language. Programmers and developers who are currently using Golang can use this book as a reference guide. TABLE OF CONTENTS 1. Introduction to Go 2. Environment Setup 3. Beginning With Go 4. Variables, Data Types and Constants 5. Operators 6. Control Structures 7. Functions 8. Packages in Go 9. Arrays and Slices 10. Strings 11. Pointers 12. Structures 13. Composition 14. Interfaces and polymorphism 15. Maps 16. Concurrency with Go 17. Mutex & Channels 18. Error Handling 19. Reflection 20. Build Web Application

Network Programming with Go Packt Publishing Ltd

Dive into key topics in network

architecture and Go, such as data serialization, application level protocols, character sets and encodings. This book covers network architecture and gives an overview of the Go language as a primer, covering the latest Go release. Beyond the fundamentals, Network Programming with Go covers key networking and security issues such as HTTP and HTTPS, templates, remote procedure call (RPC), web sockets including HTML5 web sockets, and more. Additionally, author Jan Newmarch guides you in building and connecting to a complete web server based on Go. This book can serve as both as an essential learning guide and reference on Go networking. What You Will Learn Master network programming with Go Carry out data serialization Use application-level protocols Manage character sets and encodings Deal with HTTP(S) Build a complete Go-based web server Work with RPC, web sockets, and more Who This Book Is For Experienced Go programmers and other programmers with some experience with the Go language.

Building HTML5 Applications: From Desktop to Mobile "O'Reilly Media, Inc." An effective guide to learning how to build a large-scale distributed application using the wide range of functionalities in Gin Key Features Explore the commonly used functionalities of Gin to build web applications Become well-versed with rendering HTML templates with the Gin engine Solve commonly occurring challenges such as scaling, caching, and

deployment Book Description Gin is a high-performance HTTP web framework used to build web applications and microservices in Go. This book is designed to teach you the ins and outs of the Gin framework with the help of practical examples. You'll start by exploring the basics of the Gin framework, before progressing to build a real-world RESTful API. Along the way, you'll learn how to write custom middleware and understand the routing mechanism, as well as how to bind user data and validate incoming HTTP requests. The book also demonstrates how to store and retrieve data at scale with a NoSQL database such as MongoDB, and how to implement a caching layer with Redis. Next, you'll understand how to secure and test your API endpoints with authentication protocols such as OAuth 2 and JWT. Later chapters will guide you through rendering HTML templates on the server-side and building a frontend application with the React web framework to consume API responses. Finally, you'll deploy your application on Amazon Web Services (AWS) and learn how to automate the deployment process with a continuous integration/continuous delivery (CI/CD) pipeline. By the end of this Gin book, you will be able to design, build, and deploy a production-ready distributed application from scratch using the Gin framework. What you will learn Build a production-ready REST API with the Gin framework Scale web applications with event-driven architecture Use NoSQL databases for

data persistence Set up authentication middleware with JWT and Auth0 Deploy a Gin-based RESTful API on AWS with Docker and Kubernetes Implement a CI/CD workflow for Gin web apps Who this book is for This book is for Go developers who are comfortable with the Go language and seeking to learn REST API design and development with the Gin framework. Beginner-level knowledge of the Go programming language is required to make the most of this book.

A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics Addison-Wesley Professional

Web Development with GoBuilding Scalable Web Apps and RESTful ServicesApress

Develop microservice-based high performance web apps for the cloud with Go Packt Publishing Ltd

Summary Get Programming with Go introduces you to the powerful Go language without confusing jargon or high-level theory. By working through 32 quick-fire lessons, you'll quickly pick up the basics of the innovative Go programming language! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go is a small programming language designed by Google to tackle big problems. Large projects mean large teams with people of varying levels of experience. Go offers a small, yet capable, language that can be understood and used by anyone, no matter their experience. About the Book Hobbyists, newcomers, and professionals alike can benefit from a fast, modern

language; all you need is the right resource! Get Programming with Go provides a hands-on introduction to Go language fundamentals, serving as a solid foundation for your future programming projects. You'll master Go syntax, work with types and functions, and explore bigger ideas like state and concurrency, with plenty of exercises to lock in what you learn. What's inside Language concepts like slices, interfaces, pointers, and concurrency Seven capstone projects featuring spacefaring gophers, Mars rovers, ciphers, and simulations All examples run in the Go Playground - no installation required! About the Reader This book is for anyone familiar with computer programming, as well as anyone with the desire to learn. About the Author Nathan Youngman organizes the Edmonton Go meetup and is a mentor with Canada Learning Code. Roger Peppé contributes to Go and runs the Newcastle upon Tyne Go meetup. Table of Contents Unit 0 - GETTING STARTED Get ready, get set, Go Unit 1 - IMPERATIVE PROGRAMMING A glorified calculator Loops and branches Variable scope Capstone: Ticket to Mars Unit 2 - TYPES Real numbers Whole numbers Big numbers Multilingual text Converting between types Capstone: The Vigenère cipher Unit 3 - BUILDING BLOCKS Functions Methods First-class functions Capstone: Temperature tables Unit 4 - COLLECTIONS Arrayed in splendor Slices: Windows into arrays A bigger slice The ever-versatile map Capstone: A slice of life Unit 5 - STATE AND BEHAVIOR A little structure Go's got

no class Composition and forwarding Interfaces Capstone: Martian animal sanctuary Unit 6 - DOWN THE GOPHER HOLE A few pointers Much ado about nil To err is human Capstone: Sudoku rules Unit 7 - CONCURRENT PROGRAMMING Goroutines and concurrency Concurrent state Capstone: Life on Mars *Build Bulletproof Web Apps with Less Code* Web Development with GoBuilding Scalable Web Apps and RESTful Services Learn how to advance your skill level of Haskell, and use this language for practical web development. This book uses a direct, no nonsense approach, so you no longer need to spend extra time reading the documentation, blog posts, and forums to understand how to use Haskell – all that knowledge is provided in one coherent resource. You'll start by reviewing how multiple facets of web development are done in Haskell, such as routing, building HTMLs, interacting with databases, caches, and queues, etc. You'll then move on to using notable libraries, such as "scotty" for routings, "digestive-functor" for input validation, and "postgresql-simple" for interacting with databases. In the later chapters, you'll learn how all of these libraries can be used together by working on a fully functioning project deployed on Heroku. What You'll Learn Set up a productive Haskell development environment Review basic tasks that are encountered when building web applications. Explore how to interact with external systems, such as databases, queues, and RESTful APIs. Build a RESTful API, website, building views and form validation. Who

This Book Is For Software developers familiar Haskell and would like to apply the knowledge on real world applications and software developers new to Haskell.