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Tools and Techniques for Developers

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Learning Go

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Mastering Go

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Mastering Go

Learning Go Programming

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Distributed Services with Go

Go Systems Programming

Create Golang production applications using network libraries, concurrency, machine learning, and advanced data structures, 2nd Edition

Cloud Native Go

Cleanse Your Mind, Lift Your Spirit, and Replenish Your Soul

Go for Java Programmers

The Big Book of Things That Go

Learning Go

A Book of Speed Fiend Projects for Kids Who Love to Go Fast

Programming in Go

Your Go-To Guide to Creating Ridiculously Good Content

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

Security with Go

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

Concurrency in Go

Hands-On Software Architecture with Golang

Introducing Go

Hands-On Software Engineering with Golang

The Ghost That Had to Go (Books for Kids, Top Children's Books for Families, Early Reader Books)

Explore the power of Golang to secure host, web, and cloud services

The The Go Workshop

Learn the Google Go Programming Language

Where Do We Go from Here
Black Hat Go

Contents Golang Book

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guest

TRAVIS BAKER

Tools and Techniques for Developers Vintage Canada
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

Pro Go Packt Publishing Ltd

Second-graders Ivy and Bean set out to expel the ghost who is living in the girls' bathroom at their school.

Learning Go No Starch Press

The Go Workshop takes you from being a novice Go programmer to a confident developer who can leverage the key features of the language to build real-world applications. This book helps you cut through excessive theory and delve into the practical features and techniques that are commonly applied to design performant, scalable applications.

Go Programming For Hackers and Pentesters Packt Publishing Ltd

This book is a short, concise introduction to computer programming using the language Go. Designed by Google, Go is a general purpose programming language with modern features, clean syntax and a robust well-documented common library, making it an ideal language to learn as your first programming language.

How To Code in Go "O'Reilly Media, Inc."

The first stop for your security needs when using Go, covering host, network, and cloud security for ethical hackers and defense against intrusion Key Features First introduction to Security with Golang Adopting a Blue Team/Red Team approach Take advantage of speed and inherent safety of Golang Works as an introduction to security for Golang developers Works as a guide to Golang security packages for recent Golang beginners Book Description Go is becoming more and more popular as a language for security experts. Its wide use in server and cloud environments, its speed and ease of use, and its evident capabilities for data analysis, have made it a prime choice for developers who need to think about security. Security with Go is the first Golang security book, and it is useful for both blue team and red team applications. With this book, you will learn how to write secure software, monitor your systems, secure your data, attack systems, and extract information. Defensive topics include cryptography, forensics, packet capturing, and building secure web applications. Offensive topics include brute force, port

scanning, packet injection, web scraping, social engineering, and post exploitation techniques. What you will learn Learn the basic concepts and principles of secure programming Write secure Golang programs and applications Understand classic patterns of attack Write Golang scripts to defend against network-level attacks Learn how to use Golang security packages Apply and explore cryptographic methods and packages Learn the art of defending against brute force attacks Secure web and cloud applications Who this book is for Security with Go is aimed at developers with basics in Go to the level that they can write their own scripts and small programs without difficulty. Readers should be familiar with security concepts, and familiarity with Python security applications and libraries is an advantage, but not a necessity.

Build Reliable, Scalable Programs John Wiley & Sons

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

[Get Programming with Go](#) Apress

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.

[Learn Go](#) Manning Publications

Offers a three-step, thirty-day program for letting go of preconceptions, prejudices, and pre-judgements in order to face each day with a fresh and positive outlook.

[The World Book Encyclopedia](#) 'The Rosen Publishing Group, Inc' Concurrency can be notoriously difficult to get right, but fortunately, the Go open source programming language makes working with concurrency tractable and even easy. If you're a developer familiar with Go, this practical book demonstrates best practices and patterns to help you incorporate concurrency into your systems. Author Katherine Cox-Buday takes you step-by-step through the process. You'll understand how Go chooses to model concurrency, what issues arise from this model, and how you can compose primitives within this model to solve problems. Learn the

skills and tooling you need to confidently write and implement concurrent systems of any size. Understand how Go addresses fundamental problems that make concurrency difficult to do correctly Learn the key differences between concurrency and parallelism Dig into the syntax of Go's memory synchronization primitives Form patterns with these primitives to write maintainable concurrent code Compose patterns into a series of practices that enable you to write large, distributed systems that scale Learn the sophistication behind goroutines and how Go's runtime stitches everything together

[Never Let Me Go](#) Simon and Schuster

Best-selling author Adam Freeman explains how to get the most from Go, starting from the basics and building up to the most advanced and sophisticated features. You will learn how Go builds on a simple and consistent type system to create a comprehensive and productive development experience that produces fast and robust applications that run across platforms. Go, also known as Golang, is the concise and efficient programming language designed by Google for creating high-performance, cross-platform applications. Go combines strong static types with simple syntax and a comprehensive standard library to increase programmer productivity, while still supporting features such as concurrent/parallel programming. Each topic is covered in a clear, concise, no-nonsense approach that is packed with the details you need to learn to be truly effective. Chapters include common problems and how to avoid them. What You Will Learn Gain a solid understanding of the Go language and tools Gain in-depth knowledge of the Go standard library Use Go for concurrent/parallel tasks Use Go for client- and server-side development Who This Book Is For Experienced developers who want to use Go to create applications

Ivy + Bean - Book 2 Packt Publishing Ltd

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. [Mastering Go](#) Packt Publishing Ltd

"A 22-volume, highly illustrated, A-Z general encyclopedia for all ages, featuring sections on how to use World Book, other research aids, pronunciation key, a student guide to better writing, speaking, and research skills, and comprehensive index"--
[Go Web Programming](#) Chronicle Books

An insightful guide to learning the Go programming language About This Book Insightful coverage of Go programming syntax, constructs, and idioms to help you understand Go code effectively Push your Go skills, with topics such as, data types, channels, concurrency, object-oriented Go, testing, and network programming Each chapter provides working code samples that are designed to help reader quickly understand respective topic Who This Book Is For If you have prior exposure to programming and are interested in learning the Go programming language, this book is designed for you. It will quickly run you through the basics of programming to let you exploit a number of features offered by Go programming language. What You Will Learn Install and configure the Go development environment to quickly get started with your first program. Use the basic elements of the language including source code structure, variables, constants, and control flow primitives to quickly get started with Go Gain practical insight into the use of Go's type system including basic and composite types such as maps, slices, and structs. Use interface

types and techniques such as embedding to create idiomatic object-oriented programs in Go. Develop effective functions that are encapsulated in well-organized package structures with support for error handling and panic recovery. Implement goroutine, channels, and other concurrency primitives to write highly-concurrent and safe Go code. Write tested and benchmarked code using Go's built test tools. Access OS resources by calling C libraries and interact with program environment at runtime. In Detail The Go programming language has firmly established itself as a favorite for building complex and scalable system applications. Go offers a direct and practical approach to programming that let programmers write correct and predictable code using concurrency idioms and a full-featured standard library. This is a step-by-step, practical guide full of real world examples to help you get started with Go in no time at all. We start off by understanding the fundamentals of Go, followed by a detailed description of the Go data types, program structures and Maps. After this, you learn how to use Go concurrency idioms to avoid pitfalls and create programs that are exact in expected behavior. Next, you will be familiarized with the tools and libraries that are available in Go for writing and exercising tests, benchmarking, and code coverage. Finally, you will be able to utilize some of the most important features of GO such as, Network Programming and OS integration to build efficient applications. All the concepts are explained in a crisp and concise manner and by the end of this book; you would be able to create highly efficient programs that you can deploy over cloud. Style and approach The book is written to serve as a reader-friendly step-by-step guide to learning the Go programming language. Each topic is sequentially introduced to build on previous materials covered. Every concept is introduced with easy-to-follow code examples that focus on maximizing the understanding of the topic at hand.

Mastering Go DigitalOcean

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.

Learning Go Programming Packt Publishing Ltd

Master key features of Go, including advanced concepts like concurrency and working with JSON, to create and optimize real-world services, network servers, and clients. Key Features Third edition of the bestselling guide to advanced Go programming, expanded to cover RESTful servers, the WebSocket protocol, and Go generics. Use real-world exercises to build high-performance network servers and powerful command line utilities. Packed with

practical examples and utilities to apply to your own development work and administrative tasks. Clearly explains Go nuances and features to simplify Go development. Book Description Go is the language of the future for high-performance systems due to its simplicity and clear principles. Mastering Go shows you how to put Go to work on real production systems. This new edition has been updated to include topics like creating RESTful servers and clients, understanding Go generics, and developing gRPC servers and clients. Mastering Go, Third Edition explores the capabilities of Go in practice. You will become confident with advanced concepts, including concurrency and the operation of the Go Garbage Collector, using Go with Docker, writing powerful command-line utilities, working with JavaScript Object Notation (JSON) data, and interacting with databases. You will also improve your understanding of Go internals to optimize Go code and use data types and data structures in new and unexpected ways. This Go programming book also covers the nuances and idioms of Go with exercises and resources to fully embed your newly acquired knowledge. Become an expert Go programmer by building Go systems and implementing advanced Go techniques in your projects. What you will learn Use Go in production Write reliable, high-performance concurrent code Manipulate data structures including slices, arrays, maps, and pointers Develop reusable packages with reflection and interfaces Become familiar with generics for effective Go programming Create concurrent RESTful servers, and build gRPC clients and servers Define Go structures for working with JSON data Who this book is for This book is for Go programmers with previous coding experience, who are familiar with the basics of the language and want to become expert Go practitioners.

Cloud Native Go No Starch Press

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 continuous 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.

Distributed Services with Go Packt Publishing Ltd

What do Docker, Kubernetes, and Prometheus have in common? All of these cloud native technologies are written in the Go programming language. This practical book shows you how to use Go's strengths to develop cloud native services that are scalable

and resilient, even in an unpredictable environment. You'll explore the composition and construction of these applications, from lower-level features of Go to mid-level design patterns to high-level architectural considerations. Each chapter builds on the lessons of the last, walking intermediate to advanced developers through Go to construct a simple but fully featured distributed key-value store. You'll learn best practices for adopting Go as your development language for solving cloud native management and deployment issues. Learn how cloud native applications differ from other software architectures
Understand how Go can solve the challenges of designing scalable distributed services
Leverage Go's lower-level features, such as channels and goroutines, to implement a reliable cloud native service
Explore what "service reliability" is and what it has to do with cloud native
Apply a variety of patterns, abstractions, and tooling to build and manage complex distributed systems

Go Systems Programming The Go Programming Language

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

Create Golang production applications using network libraries,

concurrency, machine learning, and advanced data structures, 2nd Edition "O'Reilly Media, Inc."

Are you unsatisfied by the dichotomy between happiness-optimized scripting languages and high performance workhorse languages? Created at Google, Go is designed by and for working programmers who care about performance, reliability, and the experience of writing software. With its restrained and well considered design, Go is approachable to newcomers and refreshing for seasoned polyglots. With Go, you have the tools you need for rapidly building web, cloud, and systems applications. Best of all, it doesn't take long to become productive in Go. Are you ready? Learn Go is a beginner's guide to the Go programming language, aimed squarely at hobbyists and new developers. It's chock-full of exercises that you can tackle with nothing more than a web browser. Move forward each day with succinctly written chapters punctuated by elaborate challenges. By the end you will have cracked ancient ciphers, discovered the wonders of cellular automata, planned a vacation on Mars, and directed rovers to gather weather data. This is just the beginning. What you build next is up to you. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Cloud Native Go Packt Publishing Ltd

'For the Love of Go' is a book introducing the Go programming language, suitable for complete beginners, as well as those with experience programming in other languages. This completely revised and updated edition includes the four mini-books previously released as 'Fundamentals', 'Data', 'Behaviour', and 'Control', plus for the first time complete solutions (with tests) to all the coding challenges in the book. Throughout the book we'll be working together to develop a fun and useful project in Go: an online bookstore called Happy Fun Books! Each chapter introduces a new feature or concept, and sets you some goals to achieve, with complete, step-by-step explanations of how to solve them, and full code listings with accompanying tests. There are 24 chapters, and 215 pages (depending on the screen size of your ebook reader).

Best Sellers - Books :

- [Young Forever: The Secrets To Living Your Longest, Healthiest Life \(the Dr. Hyman Library, 11\)](#)
- [Young Forever: The Secrets To Living Your Longest, Healthiest Life \(the Dr. Hyman Library, 11\) By Dr. Mark Hyman Md](#)

- [The Summer Of Broken Rules By K. L. Walther](#)
- [Brown Bear, Brown Bear, What Do You See? By Bill Martin Jr.](#)
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- [Hunting Adeline \(cat And Mouse Duet\)](#)
- [A Court Of Silver Flames \(a Court Of Thorns And Roses, 5\)](#)