Go Tutorial
About Go

• Developed by Google
  • Webpage: https://golang.org/

• Concurrency was a priority in the language design

• A bit of a mix between high- and low-level programming language features
Go Features

• Go is a bit similar to C
  – Visually similar to C
  – Compiled
  – Fixed-size int, float, and complex types
  – Strong, static typing
  – Uses return codes instead of exceptions
  – No classes/inheritance (uses structs/interfaces)
  – Has pointers
Go Features

• Also... kind of similar to Python
  – No pointer arithmetic
  – Has garbage collection
  – Key, value maps are part of the language
  – Can return multiple values (useful for error codes)
  – Lots of “batteries-included” libraries
    • net/http, net/rpc, encoding/json, encoding/gob
Go Features

• Well-suited for designing concurrent, distributed systems
  – goroutines
  – channels
  – defer
  – RPC library

(more on these later)
Installing Go
(it’s easy)

• Available in most package managers
  – Macports & Homebrew: install “go”
  – Ubuntu & Fedora: “golang”
  – Arch: “go”

• Binary distributions available for most Oses
  – https://golang.org/doc/install

• I’ll be using the latest version of Go (1.4) to grade
  – T-Lab and Wilkinson have v1.3
  – v1.4 is backwards compatible with v1.3
Hello, 世界

```
// This is a comment

package main

// Programs start running in package "main"

import "fmt"

func main() {
    // strings support Unicode!
    // fmt.Println("Hello, EECS 345! (あいうえお)")
}
```

Hello, EECS 345! (あいうえお)

Program exited.

http://play.golang.org/p/pL_36Jnu7m
Note on network I/O

• Go’s “net” package uses byte slices ([]byte)
  
  – Can convert string to []byte
    • []byte(str)

  – And []bytes to string
    • string(byte_slice)
Declaring variables

```go
package main

import "fmt"

func main() {
    // the type goes last!
    var i int
    // or is implied with a colon
    j := 1
    fmt.Println(i, j)
}
```

0 1

Program exited.
package main

import "fmt"

func main() {
    // be careful about types!
    k := 3    // is an int!
    j := 3.0  // is a float!
    fmt.Println(k, j, float64(k)+j)
}

3 3 6

Program exited.
package main

import "fmt"

func swap(x, y string) (string, string) {
    return y, x
}

func main() {
    a, b := swap("hello", "world")
    fmt.Println(a, b)
}

world hello

Program exited.
package main

import "fmt"

func split(sum int) (x, y int) {
    x = sum * 4 / 9
    y = sum - x
    return
}

func main() {
    fmt.Println(split(17))
}

Program exited.
There can be only one (looping construct)

```go
package main

import "fmt"

func main() {
    sum := 1
    for sum < 1000 {
        sum += sum
    }
    fmt.Println(sum)
}

1024

Program exited.

http://play.golang.org/p/8c5bGBbLcq
If statements

```go
package main

import "fmt"

func main() {
    x := 0
    if v := 1; v > x {
        fmt.Println(v,"is greater than",x)
    }
}
```

1 is greater than 0

Program exited.

Scope is limited to the "if" and "else" clauses statement

http://play.golang.org/p/UcE46slAeK
package main

import "fmt"

func main() {
    defer fmt.Println("world")
    fmt.Println("hello")
}

hello
great for things like closing files or connections!
world

Program exited.

http://play.golang.org/p/tYcMMTOwFa
package main

import (
    "fmt"
    "math"
)

type Vertex struct {
    X, Y float64
}

func (v *Vertex) Abs() float64 {
}

func main() {
    v := Vertex{3, 4}
    fmt.Println(v.Abs())
}
Interfaces

• An interface type is basically a set of required methods

• Any type (struct) that implements the required methods, implements that interface

• A type is not explicitly declared to be of a certain interface, it is implicit
  – Just implement the required methods
Interface example

```go
type Abser interface {
    Abs() float64
}

type Vertex struct {
    X, Y float64
}

func (v *Vertex) Abs() float64 {
}
```

Type Vertex meets the requirements of Abser interface

http://play.golang.org/p/KbyhiM29tQ
package main

import (
    "fmt"
    "strconv"
)

func main() {
    i, err := strconv.Atoi("42")
    if err != nil {
        fmt.Printf("couldn't convert: %v\n", err)
    }
    fmt.Println("Converted integer:", i)
}
package main
import (  
    "net"
)
func handleConnection(conn net.Conn) {
    // do something
}
func main() {
    ln, err := net.Listen("tcp", ":8080")
    if err != nil {
        // handle error
    }
    for {
        conn, err := ln.Accept()
        if err != nil {
            // handle error
        }
        handleConnection(conn)
    }
}
package main

import (
    "net"
)

func handleConnection(conn net.Conn) {
    // do something
}

func main() {
    ln, err := net.Listen("tcp", ":8080")
    if err != nil {
        // handle error
    }
    // handle error
    for {
        conn, err := ln.Accept()
        if err != nil {
            // handle error
        }
        go handleConnection(conn)
    }
}
Concurrency and shared memory

• Locks are a pain
  – Must have global lock ordering
  – Error-prone
  – Extremely difficult to debug

• Message passing
  – Have to explicitly say what you’re sharing
  – But easier to maintain in large, complicated programs
  – Go uses “channels” to pass data
package main

import "fmt"

func fib(c chan int) {
    i, j := 0, 1
    for {
        i, j = i + j, i
        c <- i
    }
}

func main() {
    c := make(chan int)
    go fib(c)
    for i := 0; i < 10; i++{
        fmt.Println(<-c)
    }
}
More on channels

• By default, channel operations block

• Buffered channels do not block if they are not full

```go
1 c := make(chan int, 1) // (type, buff_size)
2 c <- 1 // will not block
3
4 // blocks if the channel is full
5 // (another goroutine has not yet read
6 // from the channel)
7 c <- 2
```
func fibonacci(c, quit chan int) {
    x, y := 0, 1
    for {
        select {
            case c <- x:
                x, y = y, x+y
            case <-quit:
                fmt.Println("quit")
                return
        }
    }
}
Back to channels

• Select statement also does non-blocking channel I/O

```go
// Reading
messages := make(chan string)
select {
    case msg := <-messages:
        fmt.Println("received message", msg)
    default:
        fmt.Println("no message received")
}

// Writing
select {
    case messages <- msg:
        fmt.Println("sent message", msg)
    default:
        fmt.Println("no message sent")
}
```
A few more things...

• Go can be somewhat picky
  – Unused variables raise errors, not warnings
    • Use "_" for variables you don’t care about
  – Unused imports raise errors
    • "goimports" is a project to automatically add/remove imports (use at your own risk)
  – "go fmt" can auto-indent your code
  – } else if {
    • "} else" must be on the same line