

Go Cloud

Adam Woodbeck

Cloud Native Go Matthew A. Titmus,2021-04-20 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

Cloud Native Go Matthew A. Titmus,2021-04-20 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

Cloud Native Programming with Golang Mina Andrawos,Martin Helmich,2017-12-28 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.

Cloud Native Go Kevin Hoffman, Dan Nemeth, 2016-12-05 The Complete Guide to Building Cloud-Based Services Cloud Native Go shows developers how to build massive cloud applications that meet the insatiable demands of today's customers, and will dynamically scale to handle virtually any volume of data, traffic, or users. Kevin Hoffman and Dan Nemeth describe the modern cloud-native application in detail, illuminating factors, disciplines, and habits associated with rapid, reliable cloud-native development. They also introduce Go, a "simply elegant" high-performance language that is especially well-suited for cloud development. You'll walk through creating microservices in Go, adding front-end web components using ReactJS and Flux, and mastering advanced Go-based cloud-native techniques. Hoffman and Nemeth show how to build a continuous delivery pipeline with tools like Wercker, Docker, and Dockerhub; automatically push apps to leading platforms; and systematically monitor app performance in production. Learn "The Way of the Cloud": why developing good cloud software is fundamentally about mindset and discipline Discover why Go is ideal for cloud-native microservices development Plan cloud apps that support continuous delivery and deployment Design service ecosystems, and then build them in a test-first manner Push work-in-progress to a cloud Use Event Sourcing and CQRS patterns to react and respond to enormous volume and throughput Secure cloud-based web applications: do's, don'ts, and options Create reactive applications in the cloud with third-party messaging providers Build massive-scale, cloud-friendly GUIs with React and Flux Monitor dynamic scaling, failover, and fault tolerance in the cloud

Software Development with Go Nanik Tolaram, 2022-12-29 Gain insights into the different challenges that can be solved using Go, with a focus on containers, Linux, security, networking, user interfaces and other relevant cloud based topics. This book reviews the necessary tools to create container-based cloud solutions with Go, a

programming language that was born out of the need to address scalable, high availability cloud computing architecture needs inside Google. Go, also known as Golang, has been adopted across different industries and products with many popular Open Source projects that power cloud computing technologies such as Docker and Kubernetes being written with Go. As the complexity of cloud technology increases, so does the need for people to understand how things work under-the-hood and to fix them when they're broken. What You Will Learn Understand how the various components of a container-based system works Tackle complex technical issues using Go Integrate tools that can be used as part of your daily operational needs Build system-based products Who This Book Is For Developers and Engineers familiar with Go who want to know how different parts of the system work and who want to write command line tools. It will also be beneficial to programmers who already have a system-level understanding and want to use Go to build tools for existing projects and applications.

Cloud Native Go Matthew Titmus,2021-06-15 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

Cloud Country Bonny Becker,Noah Klocek,2015-11-03 Sitting there, among the clouds, looking down and day dreaming is... a little cloudlet. Gale would like nothing more than to make one real cloud shape. But instead, she creates something different. Wait until all of Cloud Country finds out!

Cloud Native Go Kevin Hoffman,2017

Ahead in the Cloud Stephen Orban,2018-03-27 Cloud computing is the most significant technology development of our lifetimes. It has made countless new businesses possible and presents a massive opportunity for large enterprises to innovate like startups and retire decades of technical debt. But making the most of the cloud requires much more from enterprises than just a technology change. Stephen Orban led Dow Jones's journey toward digital agility as their CIO and now leads AWS's Enterprise Strategy function, where he helps leaders from the largest companies in the world transform their businesses. As he demonstrates in this book, enterprises must re-train their people, evolve their processes, and transform their cultures as they move to the cloud. By bringing together his experiences and those of a number of business leaders, Orban shines a light on what works, what

doesn't, and how enterprises can transform themselves using the cloud.

Security with Go John Daniel Leon,2018-01-31 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.

Web Development with Go Shiju Varghese,2015-12-30 Take a deep dive into web development using the Go programming language to build web apps and RESTful services to create reliable and efficient software. Web Development with Go provides Go language fundamentals and then moves on to advanced web development concepts and successful deployment of Go web apps to the cloud. Web Development with Go will teach you how to develop scalable real-world web apps, RESTful services, and backend systems with Go. The book starts off by covering Go programming language fundamentals as a prerequisite for web development. After a thorough understanding of the basics, the book delves into web development using the built-in package, net/http. With each chapter you'll be introduced to new concepts for gradually building a real-world web system. The book further shows you how to integrate Go with other technologies. For example, it provides an overview of using MongoDB as a means of persistent storage, and provides an end-to-end REST API sample as well. The book then moves on to demonstrate how to deploy web apps to the cloud using the Google Cloud platform. Web Development with Go provides: Fundamentals for building real-world web apps in Go Thorough coverage of prerequisites and practical code examples Demo web apps for attaining a deeper understanding of web development A reference REST API app which can be used to build scalable real-world backend services in Go A thorough demonstration of deploying web apps to the Cloud using the Google Cloud platform Go is a high-performance language while providing greater level of developer productivity, therefore Web Development with

Go equips you with the necessary skills and knowledge required for effectively building robust and efficient web apps by leveraging the features of Go.

Cloud IoT Jitendra Kumar Verma,Deepak Kumar Saxena,Vicente González-Prida Díaz,Vira Shendryk,2022-12-30 The Internet of Things (IoT) is one of the most disruptive technologies, enabling ubiquitous and pervasive computing scenarios. IoT is based on intelligent self-configuring nodes (also known as things) interconnected in a dynamic and global collaborative network infrastructure. In contrast, Cloud computing has virtually unlimited capabilities in terms of storage and processing power, speed, and is a more mature technology. Due to intrinsic nature of Cloud computing and IoT, they both complement each other. Recently, we are witnessing an increasing trend in exploiting use of both Cloud and IoT together. Salient Features: • Presents latest developments in Cloud computing • Presents latest developments in Internet of Things • Establishes links between interdisciplinary areas where IoT and Cloud both can play a role for improvement of process • Intends to provide an insight into non-IT related models for improvement of lives • Bridges the gap between obsolete literature and current literature This book is aimed primarily at advanced undergraduates and graduates working with IoT and cloud computing. Researchers, academicians, policy makers, government officials, NGOs, and industry research professionals would also find the book useful.

Misty the Cloud: A Very Stormy Day Dylan Dreyer,2024-02-20 NEW YORK TIMES BESTSELLER • USA TODAY BESTSELLER TODAY Show co-host and meteorologist Dylan Dreyer launches a new picture book series featuring Misty—a little cloud with big feelings! The author combines her extensive weather knowledge with her experience as a mom in this very special social-emotional learning franchise. When Misty the Cloud wakes up feeling stormy, nothing seems to make her day better! And Misty's grumbly mood affects everyone when her big emotions cause a thunderstorm to rumble across the sky. But with help from friends and family, Misty accepts that sometimes she's just going to be a little stormy—and it will always pass. Read the first book in a sky-high series about how to deal with good days, bad days, and everything in between!

Explain the Cloud Like I'm 10 Todd Hoff,2017-10-03 What is the cloud? Discover the secrets of the cloud through simple explanations that use lots of pictures and lots of examples. Why learn about the cloud? It's the future. The cloud is the future of software, the future of computing, and the future of business. If you're not up on the cloud the future will move on without you. Don't miss out. Not a geek? Don't worry. I wrote this book for you! After reading Explain Cloud Like I'm 10, you will understand the cloud. That's a promise. How do I deliver on that promise? I'll let you in on a little secret: the cloud is not that hard to understand. It's just that nobody has taken the time to explain it properly. take the time. I go slow. You'll learn step-by-step; one idea at a time. You'll learn something new no matter if you're a beginner, someone who knows a little and wants to know more, or someone thinking about a career change. In Explain Cloud Like I'm 10, you'll discover: • How the cloud got its name. A more interesting story than you might think.An intuitive picture based definition of the cloud. • What it means when someone says a service is in the cloud.If stormy weather affects cloud computing. • How the internet

really works. Most people don't know. You will. The real genius of cloud computing. Hint: it's not the technology.

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Swift in the Cloud Leigh Williamson, John Ponzo, Patrick Bohrer, Ricardo Olivieri, Karl Weinmeister, Samuel Kallner, 2017-08-04 Write and run Swift language programs in the Cloud Written by the team of developers that has helped bring the Swift language to Cloud computing, this is the definitive guide to writing and running Swift

language programs for cloud environment. In Swift in the Cloud, you'll find full coverage of all aspects of creating and running Swift language applications in Cloud computing environments, complete with examples of real code that you can start running and experimenting with today. Since Apple introduced the Swift language in 2014, it has become one of the most rapidly adopted computer programming languages in history—and now you too can start benefitting from using the same programming language for all components of a scalable, robust business software solution. Create server applications using Swift and run them on pay-as-you-go cloud infrastructure Quickly write and test Swift code snippets in your own cloud sandbox Use Docker containers to deploy Swift applications into multiple cloud environments without having to change code Grasp the elements and structure of the Swift.org open technology project Find out how to avoid the complexities of runtime configuration by using Cloud Foundry buildpacks for Swift Build high performing web applications and REST APIs with an open source Swift based web server framework Scale up your cloud services by running Swift modules in an asynchronous, open source, 'serverless' cloud environment Whether you are already using Swift to build mobile applications or a seasoned web developer, Swift in the Cloud will help you leverage server-side Swift to power your next generation of applications.

Cloud Native Infrastructure with Azure Nishant Singh, Michael Kehoe, 2022-02-09 The cloud is becoming the de facto home for companies ranging from enterprises to startups. Moving to the cloud means moving your applications from monolith to microservices. But once you do, running and maintaining these services brings its own level of complexity. The answer? Modularity, deployability, observability, and self-healing capacity through cloud native development. With this practical book, Nishant Singh and Michael Kehoe show you how to build a true cloud native infrastructure using Microsoft Azure or another cloud computing solution by following guidelines from the Cloud Native Computing Foundation (CNCF). DevOps and site reliability engineers will learn how adapting applications to cloud native early in the design phase helps you fully utilize the elasticity and distributed nature of the cloud. This book helps you explore: Why go cloud native? How to use infrastructure as code What it takes to containerize an application Why and how Kubernetes is the grand orchestrator How to create a Kubernetes cluster on Azure How observability complements monitoring How to use service discovery and a service mesh to find new territories How networking and policy management serve as gatekeepers How distributed databases and storage work

Genomics in the Cloud Geraldine A. Van der Auwera, Brian D. O'Connor, 2020-04-02 Data in the genomics field is booming. In just a few years, organizations such as the National Institutes of Health (NIH) will host 50+ petabytes—or over 50 million gigabytes—of genomic data, and they're turning to cloud infrastructure to make that data available to the research community. How do you adapt analysis tools and protocols to access and analyze that volume of data in the cloud? With this practical book, researchers will learn how to work with genomics algorithms using open source tools including the Genome Analysis Toolkit (GATK), Docker, WDL, and Terra. Geraldine Van der Auwera, longtime custodian of the GATK user community, and Brian O'Connor of the UC Santa Cruz Genomics Institute, guide you through the process. You'll learn by working with real data and genomics algorithms from the field. This

book covers: Essential genomics and computing technology background Basic cloud computing operations Getting started with GATK, plus three major GATK Best Practices pipelines Automating analysis with scripted workflows using WDL and Cromwell Scaling up workflow execution in the cloud, including parallelization and cost optimization Interactive analysis in the cloud using Jupyter notebooks Secure collaboration and computational reproducibility using Terra

Little Cloud Eric Carle, 2020-07-28 The clouds drift across the bright blue sky--all except one. Little Cloud trails behind. He is busy changing shapes to become a fluffy sheep, a zooming airplane, and even a clown with a funny hat. Eric Carle's trademark collages will make every reader want to run outside and discover their very own little cloud.

Network Programming with Go Adam Woodbeck, 2021-03-30 Network Programming with Go teaches you how to write clean, secure network software with the programming language designed to make it seem easy. Build simple, reliable, network software Combining the best parts of many other programming languages, Go is fast, scalable, and designed for high-performance networking and multiprocessing. In other words, it's perfect for network programming. Network Programming with Go will help you leverage Go to write secure, readable, production-ready network code. In the early chapters, you'll learn the basics of networking and traffic routing. Then you'll put that knowledge to use as the book guides you through writing programs that communicate using TCP, UDP, and Unix sockets to ensure reliable data transmission. As you progress, you'll explore higher-level network protocols like HTTP and HTTP/2 and build applications that securely interact with servers, clients, and APIs over a network using TLS. You'll also learn: Internet Protocol basics, such as the structure of IPv4 and IPv6, multicasting, DNS, and network address translation Methods of ensuring reliability in socket-level communications Ways to use handlers, middleware, and multiplexers to build capable HTTP applications with minimal code Tools for incorporating authentication and encryption into your applications using TLS Methods to serialize data for storage or transmission in Go-friendly formats like JSON, Gob, XML, and protocol buffers Ways of instrumenting your code to provide metrics about requests, errors, and more Approaches for setting up your application to run in the cloud (and reasons why you might want to) Network Programming with Go is all you'll need to take advantage of Go's built-in concurrency, rapid compiling, and rich standard library. Covers Go 1.15 (Backward compatible with Go 1.12 and higher)

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