# Go!

**Sau Sheong Chang**

**The Go Programming Language** Alan A. A. Donovan,Brian W. Kernighan,2015-11-16 The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two

chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from http://gopl.io/ and may be conveniently fetched, built, and installed using the go get command.

Learning Go Jon Bodner,2021-03-02 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

*For the Love of Go* John Arundel,2021-09-07 '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).

*Go, Dog. Go!* P.D. Eastman,2015-08-25 A beloved Bright and Early Board Book by P. D. Eastman, now in a larger size! A sturdy board book edition of P. D. Eastman's Go, Dog. Go!, now available in a bigger size perfect for babies and toddlers! This abridged version of the classic Beginner Book features red dogs, blue dogs, big dogs, little dogs—all kinds of wonderful dogs—riding bicycles, scooters, skis, and roller skates and driving all sorts of vehicles on their way to a big dog party held on top of a tree! A perfect gift for baby showers, birthdays, and happy occasions of all kinds, it will leave dog lovers howling with delight!

**Ultimate Go Notebook** William Kennedy,2021-07-08

*Programming in Go* Mark Summerfield,2012 A valuable programming reference provides a complete introduction to the Go programming language, covering all of Go's

clean and easy to understand syntax and its built-in arrays, maps, slices and Unicode strings. Original.

*Concurrency in Go* Katherine Cox-Buday,2017-07-19 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

**Go** Ch'i-hun Cho,2018-11-13 Go is a strategy game played throughout eastern Asian for thousands of years. This introduction to the game presents rules, tactics, and strategies.

*Distributed Services with Go* Travis Jeffery,2021-03-11 This is the book for Gophers who want to learn how to build distributed systems. You know the basics of Go and are

eager to put your knowledge to work. Build distributed services that are highly available, resilient, and scalable. This book is just what you need to apply Go to real-world situations. Level up your engineering skills today. Take your Go skills to the next level by learning how to design, develop, and deploy a distributed service. Start from the bare essentials of storage handling, then work your way through networking a client and server, and finally to distributing server instances, deployment, and testing. All this will make coding in your day job or side projects easier, faster, and more fun. Create your own distributed services and contribute to open source projects. Build networked, secure clients and servers with gRPC. Gain insights into your systems and debug issues with observable services instrumented with metrics, logs, and traces. Operate your own Certificate Authority to authenticate internal web services with TLS. Automatically handle when nodes are added or removed to your cluster with service discovery. Coordinate distributed systems with replicated state machines powered by the Raft consensus algorithm. Lay out your applications and libraries to be modular and easy to maintain. Write CLIs to configure and run your applications. Run your distributed system locally and deploy to the cloud with Kubernetes. Test and benchmark your applications to ensure they're correct and fast. Dive into writing Go and join the hundreds of thousands who are using it to build software for the real world. What You Need: Go 1.13+ and Kubernetes 1.16+

**Go Web Programming** Sau Sheong Chang,2016-07-05 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

Deep Learning and the Game of Go Kevin Ferguson,Max Pumperla,2019-01-06 Summary Deep Learning and the Game of Go teaches you how to apply the power of deep learning to complex reasoning tasks by building a Go-playing AI. After exposing you to the foundations of machine and deep learning, you'll use Python to build a bot and then teach

it the rules of the game. Foreword by Thore Graepel, DeepMind Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The ancient strategy game of Go is an incredible case study for AI. In 2016, a deep learning-based system shocked the Go world by defeating a world champion. Shortly after that, the upgraded AlphaGo Zero crushed the original bot by using deep reinforcement learning to master the game. Now, you can learn those same deep learning techniques by building your own Go bot! About the Book Deep Learning and the Game of Go introduces deep learning by teaching you to build a Go-winning bot. As you progress, you'll apply increasingly complex training techniques and strategies using the Python deep learning library Keras. You'll enjoy watching your bot master the game of Go, and along the way, you'll discover how to apply your new deep learning skills to a wide range of other scenarios! What's inside Build and teach a self-improving game AI Enhance classical game AI systems with deep learning Implement neural networks for deep learning About the Reader All you need are basic Python skills and high school-level math. No deep learning experience required. About the Author Max Pumperla and Kevin Ferguson are experienced deep learning specialists skilled in distributed systems and data science. Together, Max and Kevin built the open source bot BetaGo. Table of Contents PART 1 - FOUNDATIONS Toward deep learning: a machine-learning introduction Go as a machine-learning problem Implementing your first Go bot PART 2 - MACHINE LEARNING AND GAME AI Playing games with tree search Getting started with neural networks Designing a neural network for Go data Learning from data: a deep-learning bot Deploying bots in the wild Learning by practice: reinforcement learning Reinforcement learning with policy

gradients Reinforcement learning with value methods Reinforcement learning with actor-critic methods PART 3 - GREATER THAN THE SUM OF ITS PARTS AlphaGo: Bringing it all together AlphaGo Zero: Integrating tree search with reinforcement learning

*Go in Action* Erik St. Martin,William Kennedy,Brian Ketelsen,2015-11-04 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

**Get Programming with Go** Roger Peppe,Nathan Youngman,2018-08-27 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

Easy Go Michael Crichton,John Lange,2013-07-23 A thriller about an Egyptologist's greatest find—and his quest to steal it—from the #1 New York Times–bestselling author of Jurassic Park and The Andromeda Strain. Brilliant Egyptologist Harold Barnaby has discovered a message hidden inside a particularly difficult set of hieroglyphics. It just may lead him to a secret tomb holding the greatest riches of the ancient world. Barnaby could put his name to the most fantastic archaeological find of the century. But he doesn't just

want to dig it up. He wants to steal it. With the help of a smuggler, a thief, and an English lord, he plans his heist. They find that tomb raiding is trickier than they thought, and those who steal from dead Egyptians face dangers worse than a mummy's ancient curse. This ebook features an illustrated biography of Michael Crichton including rare images from the author's estate.

The Second Book of Go Richard Bozulich,1998 The Second Book Of Go takes the reader who has learned the rules and rudiments of strategy and introduces him or her to the fundamental ideas required to get to the 12 kyu level.

Introducing Go Caleb Doxsey,2016-01-07 Perfect for beginners familiar with programming basics, this hands-on guide provides an easy introduction to Go, the general-purpose programming language from Google. Author Caleb Doxsey covers the language's core features with step-by-step instructions and exercises in each chapter to help you practice what you learn. Go is a general-purpose programming language with a clean syntax and advanced features, including concurrency. This book provides the one-on-one support you need to get started with the language, with short, easily digestible chapters that build on one another. By the time you finish this book, not only will you be able to write real Go programs, you'll be ready to tackle advanced techniques. Jump into Go basics, including data types, variables, and control structures Learn complex types, such as slices, functions, structs, and interfaces Explore Go's core library and learn how to create your own package Write tests for your code by using the language's go test program Learn how to run programs concurrently with goroutines and channels Get suggestions to help you master the craft of programming

**Trucks Go** Steve Light,2014-04 Eight noisy trucks grumble, roar, and crunch their way through this board book.

Quilt As-You-Go Made Modern Jera Brandvig,2014-10-01 Learn to create modern quilts more quickly and easily than ever with this popular method, featuring thirteen projects and twenty-five bonus ideas. Do you believe rules were meant to be broken? If so, this improvisational quilt-as-you-go technique is for you. Instead of dealing with precise paper patterns and cutting measurements, you'll learn how to piece fabric onto small, manageable batting blocks. Let your creative juices flow as you quilt directly on the blocks (not the whole quilt!), whether in large abstract zigzags or small structured stitches. After the blocks have been joined, all you need to do is add backing fabric and binding, and—voila—it's finished! A modern approach to quilting that's fresh, fun, and simpler than it sounds; it will change the way you quilt (for the better) Great for moms or anyone with a busy schedule—these thirteen projects are easy to transport because they make it simple to pick up where you left off Go your own way: This method allows you to use a pattern or improvise, creating a wide variety of design options Save money! Learn how to finish your own quilts without the use of a longarm professional "Quilting is easier than ever with Jera Brandvig's modern spin on the popular quilt-as-you-go technique." —Modern Quilts Unlimited "Quilt-as-you-go (QAYG) is one of those techniques that every quilter is curious about trying, but can be daunting as the process is so different to the traditional process of making a quilt top and then quilting it. . . . The book introduces the technique very thoroughly, so you can clearly understand the difference between traditional piecing and quilting and QAYG. Then there's a great selection of gorgeous quilts that are sure to

appeal to the modern quilter. A must if you've ever thought about trying QAYG and haven't had a clue where to start." —Make Modern Magazine

**Go, Train, Go!** Wilbert V. Awdry,W. Awdry,Elizabeth Terrill,2005 Easy-to-read, lyrical text tells how cautious Thomas gives a ride to a judge who is in a big hurry to get to a train show.

**Go-Go Live** Natalie Hopkinson,2012-05-22 Go-go is the conga drum–inflected black popular music that emerged in Washington, D.C., during the 1970s. The guitarist Chuck Brown, the Godfather of Go-Go, created the music by mixing sounds borrowed from church and the blues with the funk and flavor that he picked up playing for a local Latino band. Born in the inner city, amid the charred ruins of the 1968 race riots, go-go generated a distinct culture and an economy of independent, almost exclusively black-owned businesses that sold tickets to shows and recordings of live go-gos. At the peak of its popularity, in the 1980s, go-go could be heard around the capital every night of the week, on college campuses and in crumbling historic theaters, hole-in-the-wall nightclubs, backyards, and city parks. Go-Go Live is a social history of black Washington told through its go-go music and culture. Encompassing dance moves, nightclubs, and fashion, as well as the voices of artists, fans, business owners, and politicians, Natalie Hopkinson's Washington-based narrative reflects the broader history of race in urban America in the second half of the twentieth century and the early twenty-first. In the 1990s, the middle class that had left the city for the suburbs in the postwar years began to return. Gentrification drove up property values and pushed go-go into D.C.'s suburbs. The Chocolate City is in decline, but its heart, D.C.'s distinctive go-go musical culture,

continues to beat. On any given night, there's live go-go in the D.C. metro area.

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