Go: Building Web Applications

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About This Book

An easy-to-follow guide that provides everything a developer needs to know to build end-to-end web applications in GoWrite interesting and clever, but simple code, and

learn skills and techniques that are directly transferable to your own projectsA 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 appsUtilize TLS to build reliable and secure sitesLearn to apply the nuances of the Go language to implement a wide range of start-up quality projectsCreate websites and data services capable of massive scale using Go's net/http package, exploring RESTful patterns as well as low-latency WebSocket APIsInteract with a variety of remote web services to consume capabilities ranging from authentication and authorization to a fully functioning thesaurusExplore the core syntaxes and language features that enable concurrency in GoUnderstand when and where to use concurrency to keep data consistent and applications non-blocking, responsive, and reliableUtilize 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.

作者介绍:

About the Author

Nathan Kozyra Nathan Kozyra is a seasoned web developer, with nearly two decades of professional software development experience. Since Go's initial release, he has been drawn to the language for its power, elegance, and usability. He has a strong interest in web development, music production, and machine learning. He is married and has a two-year-old son.Mat Ryer Mat Ryer has a family legend (or conspiracy) that tells of him programming computers from the age of 6—he and his father would build games and programs, first BASIC on a ZX Spectrum then later AmigaBASIC and AMOS on their Commodore Amiga. Many hours were spent manually copying out code from the Amiga Format magazine, before spending more still tweaking variables or moving GOTO statements around to see what might happen. The same spirit of exploration and obsession with programming led Mat to start work for a local agency in Mansfield, England, when he was 18, where he started to build websites and services. In 2006, Mat's wife, Laurie, took a job at the Science Museum in London, and so they both left rural Nottinghamshire for the big city, where Mat took a job at BT. It was here that he worked with a talented group of developers and managers on honing agile development skills and developing a light flavor that he still uses today. After contracting around London for a few years, coding everything from C# and Objective-C to Ruby and JavaScript, Mat noticed a new systems language called Go that Google was pioneering. Because it addressed very pertinent and relevant modern technical challenges, Mat started using it to solve problems while the language was still in beta and he has used it ever since. In 2012, Mat and Laurie left England to live in Boulder, Colorado, where Mat works on a variety of projects, from big data web services and highly available systems to small side projects and charitable endeavors.

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