

Programming in Go



Programming in Go

Creating Applications for the 21st Century



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Your Hands-On Guide to Go, the Revolutionary New Language Designed for Concurrency, Multicore Hardware, and Programmer Convenience Today's most exciting new programming language, Go, is designed from the ground up to help you

easily leverage all the power of today's multicore hardware. With this guide, pioneering Go programmer Mark Summerfield shows how to write code that takes full advantage of Go's breakthrough features and idioms. Both a tutorial and a language reference, Programming in Go brings together all the knowledge you need to evaluate Go, think in Go, and write high-performance software with Go. Summerfield presents multiple idiom comparisons showing exactly how Go improves upon older languages, calling special attention to Go's key innovations. Along the way, he explains everything from the absolute basics through Go's lock-free channel-based concurrency and its flexible and unusual duck-typing type-safe approach to object-orientation. Throughout, Summerfield's approach is thoroughly practical. Each chapter offers multiple live code examples designed to encourage experimentation and help you quickly develop mastery. Wherever possible, complete programs and packages are presented to provide realistic use cases, as well as exercises. Coverage includes

- * Quickly getting and installing Go, and building and running Go programs
- * Exploring Go's syntax, features, and extensive standard library
- * Programming Boolean values, expressions, and numeric types
- * Creating, comparing, indexing, slicing, and formatting strings
- * Understanding Go's highly efficient built-in collection types: slices and maps
- * Using Go as a procedural programming language
- * Discovering Go's unusual and flexible approach to object orientation
- * Mastering Go's unique, simple, and natural approach to fine-grained concurrency
- * Reading and writing binary, text, JSON, and XML files
- * Importing and using standard library packages, custom packages, and third-party packages
- * Creating, documenting, unit testing, and benchmarking custom packages

作者介绍:

Mark Summerfield

Qtrac公司创始人，独立的培训讲师、顾问、技术编辑，Go、Python、C++、Qt和PyQt方面的技术作家。他的著作包括Rapid GUI Programming with Python and Qt、C++ GUI Programming with Qt 4（与Jasmin Blanchette合著）、Programming in Python 3和Advanced Qt Programming等。

许式伟——七牛云存储CEO，开源爱好者，发布过十余个C++开源项目，拥有超过15年的C/C++开发经验。

吕桂华——七牛云存储联合创始人，拥有十余年的C/C++大型项目开发经验，也曾在Java和.NET平台上探索多年。

徐立——七牛云存储首席布道师，前盛大创新院高级研究员。

何李石——七牛云存储布道师。

七牛云存储技术团队是国内第一个核心服务完全采用Go语言实现的团队。

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标签

Go

编程

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计算机

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编程语言

分布式

评论

啰嗦些，不如读the go programming language 和 learning go.

不喜欢排版和文章结构

应该是目前写的比较全面的Golang参考书，剩下的就直接看官方文档好了。

An gentle introduction to the language

code is not clean.

读过几次. 现在应该过时了.

就是有点啰嗦

学习Go语言非常好的一本入门书，很全讲的也很详细，也可以作为平时查阅的参考书。
。

关于Go语言的方方面面很全面，信息密度就比较低，解释得非常详细，想想如果在学校的话肯定很喜欢读这本书，现在有点心浮气躁，还是觉得语言应该简练一点突出重点。的确这是一本很适合做教材的书，相比learning go 要简练很多，可以根据自己的情况选择读哪一本。

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书评

Your Hands-On Guide to Go, the Revolutionary New Language Designed for Concurrency, Multicore Hardware, and Programmer Convenience Today's most exciting new programming language, Go, is designed from the ground up to help you easily leverage all the power o...

这本是目前最好的golang书籍之一.

许丑自己写的黑书很简单,内容也少,基本上是轻轻点水般.

这本相比更殷实想尽,还有些作者的经验技巧,常用包说明, 显得更有诚意。

更重要的, 他没有偏向web,带领一大波人先入为主的走入偏门.go要得到发展,偏向web是没有前途的.

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