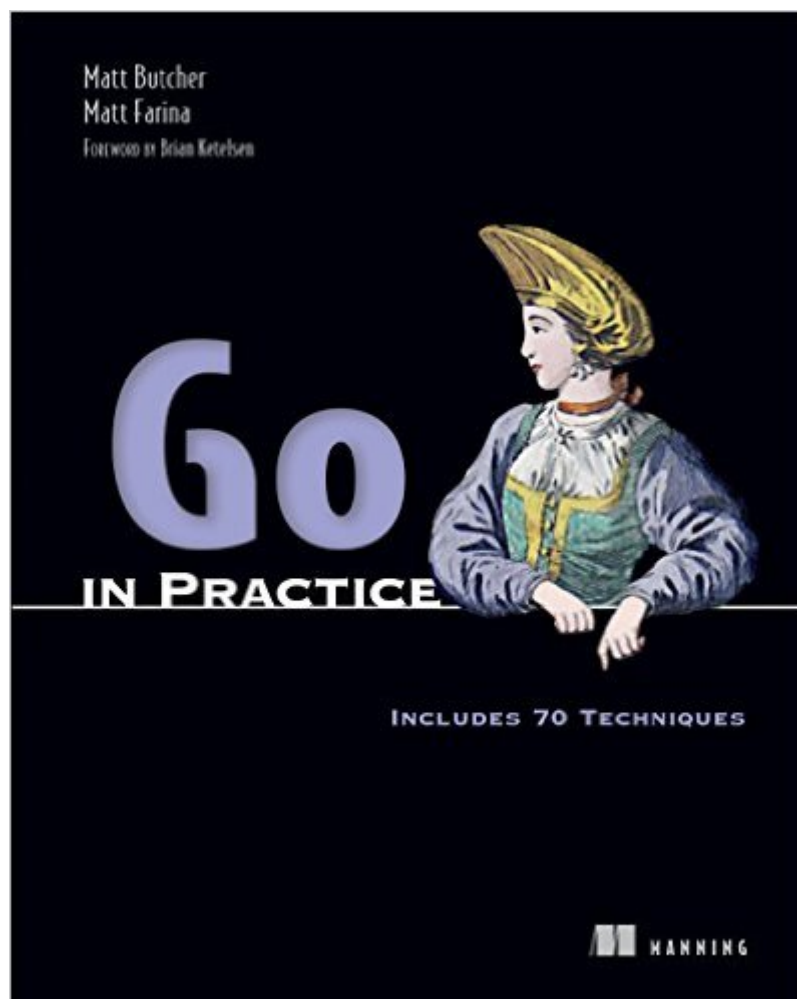# The book was found

Go In Practice

Synopsis

Summary Go in Practice guides you through 70 real-world techniques in key areas like package management, microservice communication, and more. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go may be the perfect systems language. Built with simplicity, concurrency, and modern applications in mind, Go provides the core tool set for rapidly building web, cloud, and systems applications. If you know a language like Java or C#, it's easy to get started with Go; the trick is finding the practical dirt-under-the-fingernails techniques that you need to build production-ready code. About the Book Go in Practice guides you through dozens of real-world techniques in key areas. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. You'll learn techniques for building web services, using Go in the cloud, testing and debugging, routing, network applications, and much more. After finishing this book, you will be ready to build sophisticated cloud-native Go applications. What's Inside Dozens of specific, practical Golang techniquesUsing Go for devops and cloudops Writing RESTful web services and microservicesPractical web dev techniques About the Reader Written for experienced developers who have already started exploring Go and want to use it effectively in a production setting. About the Authors Matt Farina is a software architect at Deis. Matt Butcher is a Principal Engineer in the Advanced Technology Group at Hewlett Packard Enterprise. They are both authors, speakers, and regular open source contributors. Table of Contents PART 1 - BACKGROUND AND FUNDAMENTALSGetting into GoA solid foundationConcurrency in GoPART 2 - WELL-ROUNDED APPLICATIONSHandling errors and panicDebugging and testingPART 3 - AN INTERFACE FOR YOUR APPLICATIONSHTML and email template patternsServing and receiving assets and formsWorking with web servicesPART 4 - TAKING YOUR APPLICATIONS TO THE CLOUDUsing the cloudCommunication between cloud servicesReflection and code generation

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Customer Reviews

I seldom give five-star reviews to programming books. But, clearly, a lot of effort and care have gone into writing "Go in Practice." And I really like the book's structure and its approach to helping Go newcomers move beyond the basics. After a Chapter 1 refresher on the history, advantages and key features of Go, the 11-chapter book moves into areas that include "well-rounded applications", "an interface for your applications", and "taking your applications to the cloud." In each of these three sections, the authors present useful techniques such as "Avoiding CLI boilerplate code", "Using multiple channels", "Serving subdirectories", "Incrementally saving a file", "Custom HTTP error passing", and "Using protocol buffers," among many others. Indeed, some 70 techniques are presented in Problem, Solution and Discussion format, along with useful, but not unwieldy, code examples to illustrate what happens. If you are still learning the basics of Go, this should be your next book. Stick with "Go in Action" or another starter book, for now. But if you know the basics and are now ready to get more serious about learning and applying this versatile programming language, definitely give "Go in Practice" some serious consideration. And if you already are developing with Go, it can't hurt to take a look, as well. You may pick up some new techniques. The two authors have been described as"key contributors in the Go ecosystem for years." (My thanks to Manning for sending a review copy.)

I am an experienced software developer with very little experience in Go and wanted a book suited to someone like me. This is it! It's not a "Go Bible" type of book that bores you with language minutiae nor is it a "Cookbook" that leaves you with little foundation in the language. This book does a fabulous job taking you on a quick tour through the important parts of the language to get you productive in Go. Along the way, the author presents plenty of well-annotated Golang code which I

followed along with on my computer to maximize my uptake of this information. To get the most out of this book, I recommend that you first run through at least one good Go tutorial to get a basic understanding of the language constructs. Then follow-up with this book to accelerate your learning of Go and apply it to many real-world issues covering command line apps, JSON, server-side programming, concurrency, REST, and cloud programming.

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