Go Programming Blueprints Build Realworld Productionready Solutions In Go Using Cuttingedge Technology And Techniques 2nd Edition

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Blueprint to Cut Unreal Engine Beginner Tutorial: Building Your First Game

Go Programming Blueprints Build Realworld
To understand why it's so hard to make a car that drives itself, pay attention to how people cross the street next time you travel. In Los Angeles, pedestrians wait ...

Every city's drivers have quirks. Studying them could make self-driving cars work anywhere
The Nextdoor social network plans to go public via a SPAC. The terms value the company at more than $4 billion.

Nextdoor Social Network to Go Public, Raise $686M in SPAC Merger
The question of how important programming theory is to real-world software development is a divisive issue within the developer community, and you don't have to go far ... How to build a ...

Programming theory: A waste of time, or key to your dream coding job?
Microsoft is making a technical preview of a new Visual Studio Code extension available that is designed to help programmers write code smarter and faster using AI technology from OpenAI.

Microsoft brings AI to GitHub to create a smart programming Copilot tool
Just before last November's presidential election, two former Army officers wrote an open letter to the Chairman of the Joint Chiefs of Staff, a man called Mark Milley, who still has the job. The ...

Tucker: Why is Mark Milley still in command of US military?
Through this platform, augmented reality and virtual reality can be used to build ... and OVR says that any real-world source that can be streamed with an API can go on to be reliably delivered ...

Chainlink integration means metaverse can truly reflect the real world
The huge demand for cryptocurrency has instigated business owners to look for steps to build cryptocurrency exchange platform with the integration of blockchain technology. Building a cryptocurrency ...

Easy Steps to Build a Cryptocurrency Exchange Platform in 2021
This e-learning package offers a masterclass on building real-world blockchain ... step-by-step blueprint to build all sorts of projects as a blockchain developer. You will even go as far as ...

Learn How To Create Your Own Cryptocurrency With This On-Sale Bundle
A highlight of the building is a drive-up window, which will allow on-the-go customers to quickly pick-up and drop-off ... as public/private collaboration plans are developed. New Licking County ...

Utica building purchased for improved library accessibility
The idea is to offer video games on Netflix's streaming platform within the next year, according to a person familiar with the situation.The games will appear alongside current fare as a new programmi ...

Netflix plans to offer video games in push beyond films, TV
Museum officials say there are currently no near-term plans to open an outdoor ... carts stationed outside the building during some citywide events. The permit, if approved by the state, will allow ...

Grand Rapids Public Museum applying for to-go alcohol sales to be part of social district scene
Reviews for the real world. Wirecutter is reader-supported ... 2021 Your guide James Austin Share this review Sushi Go is easy to learn but hard to master. It's as fun to play at family game ...

Why We Love the Game Sushi Go
Together they figured out angles, wheel speed sensors and programming for a motor to ... and the potential real-world impact of the bike kit made them want to work harder. There's a business ...

'We're making a positive difference': Lafayette robotics students innovate to meet real-world needs
The review aims to gather real-world stories of the impact ... is needed to build and buy the right systems. The document sets out plans to drive interoperability across the health and care ...

NHSX policy document focuses on patients and data sharing
People have always been trying to build ... can go and buy synthetic Tesla, you know, synthetic Apple, synthetic GameStop stock, anything really. And it doesn't even have to be a real world ...

Transcript: Tom Schmidt Explains What You Need to Know About DeFi
So I'd be there any day I could, all night with my buddies, it was just the best time of my life, before the real world hits ... He plans to change that with a project begun Wednesday at the ...

Town native raises funds, effort to build skate ramp
Because the project is a major redevelopment, it has to go through the city's full process for site development plans ... The ground-floor programming for the building is "pretty well locked ...

Evans School owners buy additional Golden Triangle property, update plans for historic building
Social calendar app IRL has been busy building a messaging-based ... certain amount of money per city that will go toward helping people put on real-world events. The exact details are still ...

Messaging social network IRL hits unicorn status with SoftBank-led $170M Series C
Niantic won't have a big centralized bash for Pokemon Go Fest 2021, but it is bringing back an in-person experience on a smaller scale through City Activations. These real-world celebrations ...

Build real-world, production-ready solutions in Go using cutting-edge technology and techniquesAbout This Book- Get up to date with Go and write code capable of delivering massive world-class scale performance and availability- Learn to apply the nuances of the Go language, and get to know the open source community that surrounds it to implement a wide range of start-up quality projects- Write interesting and clever but simple code, and learn skills and techniques that are directly transferrable to your own projectsWho This Book Is ForIf you are familiar with Go and are want to put your knowledge to work, then this is the book for you. Go programming knowledge is a must. What You Will Learn- Build quirky and fun projects from scratch while exploring patterns, practices, and techniques, as well as a range of different technologies- Create websites and data services capable of massive scale using Go's net/http package, exploring RESTful patterns as well as low-latency WebSocket APIs- Interact with a variety of remote web services to consume capabilities ranging from authentication and authorization to a fully functioning thesaurus- Develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms- Build microservices for larger organizations using the Go Kit library- Implement a modern document database as well as high-throughput messaging queue technology to put together an architecture that is truly ready to scale- Write concurrent programs and gracefully manage the execution of them and communication by smartly using channels- Get a feel for app deployment using Docker and Google App EngineIn DetailGo is the language of the Internet age, and the latest version of Go comes with major architectural changes. Implementation of the language, runtime, and libraries has changed significantly. The compiler and runtime are now written entirely in Go. The garbage collector is now concurrent and provides dramatically lower pause times by running in parallel with other Go routines when possible.This book will show you how to leverage all the latest features and much more. This book shows you how to build powerful systems and drops you into real-world situations. You will learn to develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms. Scale, performance, and high availability lie at the heart of our projects, and the lessons learned throughout this book will arm you with everything you need to build world-class solutions. You will get a feel for app deployment using Docker and Google App Engine. Each project could form the basis of a start-up, which means they are directly applicable to modern software markets.Style and approachThis book provides fun projects that involve building applications from scratch. These projects will teach you to build chat applications, a distributed system, and a recommendation system.

Build real-world, production-ready solutions in Go using cutting-edge technology and techniques About This Book Get up to date with Go and write code capable of delivering massive world-class scale performance and availability Learn to apply the nuances of the Go language, and get to know the open source community that surrounds it to implement a wide range of start-up quality projects Write interesting and clever but simple code, and learn skills and techniques that are directly transferrable to your own projects Who This Book Is For If you are familiar with Go and are want to put your knowledge to work, then this is the book for you. Go programming knowledge is a must. What You Will Learn Build quirky and fun projects from scratch while exploring patterns, practices, and techniques, as well as a range of different technologies Create websites and data services capable of massive scale using Go's net/http package, exploring RESTful patterns as well as low-latency WebSocket APIs Interact with a variety of remote web services to consume capabilities ranging from authentication and authorization to a fully functioning thesaurus Develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms Build microservices for larger organizations using the Go Kit library Implement a modern document database as well as high-throughput messaging queue technology to put together an architecture that is truly ready to scale Write concurrent programs and gracefully manage the execution of them and communication by smartly using channels Get a feel for app deployment using Docker and Google App Engine In Detail Go is the language of the Internet age, and the latest version of Go comes with major architectural changes. Implementation of the language, runtime, and libraries has changed significantly. The compiler and runtime are now written entirely in Go. The garbage collector is now concurrent and provides dramatically lower pause times by running in parallel with other Go routines when possible. This book will show you how to leverage all the latest features and much more. This book shows you how to build powerful systems and drops you into real-world situations. You will learn to develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's in-built concurrency mechanisms. Scale, performance, and high availability lie at the heart of our projects, and the lessons learned throughout this book will arm you with everything you need to build world-class solutions. You will get a feel for app deployment using Docker and Google App Engine. Each project could form the basis of a start-up, which means they are directly applicable to modern software markets. Style and approach This book provides fun projects that involve building applications from scratch. These projects will teach you to build chat applications, a distributed system, and a recommendation system.

Build real-world, production-ready solutions by harnessing the powerful features of Go About This Book An easy-to-follow guide that provides everything a developer needs to know to build end-to-end web applications in Go Write interesting and clever, but simple code, and learn skills and techniques that are directly transferable to your own projects A 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 apps Utilize TLS to build reliable and secure sites Learn to apply the nuances of the Go language to implement a wide range of start-up quality projects Create websites and data services capable of massive scale using Go's net/http package, exploring RESTful patterns as well as low-latency WebSocket APIs Interact with a variety of remote web services to consume capabilities ranging from authentication and authorization to a fully functioning thesaurus Explore the core syntaxes and language features that enable concurrency in Go Understand when and where to use concurrency to keep data consistent and applications non-blocking, responsive, and reliable Utilize 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.

An insightful guide to learning the Go programming language About This Book Get insightful coverage of Go programming syntax, constructs, and idioms to help you understand Go code Get a full explanation of all the known GoF design patterns in Go, including comprehensive theory and examples Learn to apply the nuances of the Go language, and get to know the open source community that surrounds it to implement a wide range of start-up quality projects Who This Book Is For Beginners to Go who are comfortable in other OOP languages like Java, C#, or Python will find this course interesting and beneficial. What You Will Learn Install and configure the Go development environment to quickly get started with your first program Use the basic elements of the language including source code structure, variables, constants, and control flow primitives Get to know all the basic syntax and tools you need to start coding in Go Create unique instances that cannot be duplicated within a program Build quirky and fun projects from scratch while exploring patterns, practices, and techniques, as well as a range of different technologies Create websites and data services capable of massive scaling using Go's net/http package, Explore RESTful patterns as well as low-latency WebSocket APIs Interact with a variety of remote web services to consume capabilities, ranging from authentication and authorization to a fully functioning thesaurus In Detail The Go programming language has firmly established itself as a favorite for building complex and scalable system applications. Go offers a direct and practical approach to programming that lets programmers write correct and predictable code using concurrency idioms and a full-featured standard library. This practical guide is full of real-world examples to help you get started with Go in no time at all. You'll start by understanding the fundamentals of Go, then get a detailed description of the Go data types, program structures, and Maps. After that, you'll learn how to use Go concurrency idioms to avoid pitfalls and create programs that are exact in expected behavior. Next, you will get familiar with the tools and libraries that are available in Go to write and exercise tests, benchmarking, and code coverage. After that, you will be able to utilize some of the most important features of GO such as Network Programming and OS integration to build efficient applications. Then you'll start applying your skills to build some amazing projects in Go. You will learn to develop high-quality command-line tools that utilize the powerful shell capabilities and perform well using Go's built-in concurrency mechanisms. Scale, performance, and high availability lie at the heart of our projects, and the lessons learned throughout the sections will arm you with everything you need to build world-class solutions. You will get a feel for app deployment using Docker and Google App Engine. Each project could form the basis of a start-up, which means they are directly applicable to modern software markets. With these skills in hand, you will be able to conquer all your fears of application development and go on to build large, robust and succinct apps in Go. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning Go Programming Go Design Patterns Go Programming Blueprints, Second Edition Style and approach Full of real-world, practical examples, this course teaches you the widely used design patterns and best practices in Go in a step-by-step manner. It also provides fun projects that involve building applications from scratch.

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

Your one-stop guide to the common patterns and practices, showing you how to apply these using the Go programming language About This Book This short, concise, and practical guide is packed with real-world examples of building microservices with Go It is easy to read and will benefit smaller teams who want to extend the functionality of their existing systems Using this practical approach will save your money in terms of maintaining a monolithic architecture and demonstrate capabilities in ease of use Who This Book Is For You should have a working knowledge of programming in Go,

including writing and compiling basic applications. However, no knowledge of RESTful architecture, microservices, or web services is expected. If you are looking to apply techniques to your own projects, taking your first steps into microservice architecture, this book is for you. What You Will Learn Plan a microservice architecture and design a microservice Write a microservice with a RESTful API and a database Understand the common idioms and common patterns in microservices architecture Leverage tools and automation that helps microservices become horizontally scalable Get a grounding in containerization with Docker and Docker-Compose, which will greatly accelerate your development lifecycle Manage and secure Microservices at scale with monitoring, logging, service discovery, and automation Test microservices and integrate API tests in Go In Detail Microservice architecture is sweeping the world as the de facto pattern to build web-based applications. Golang is a language particularly well suited to building them. Its strong community, encouragement of idiomatic style, and statically-linked binary artifacts make integrating it with other technologies and managing microservices at scale consistent and intuitive. This book will teach you the common patterns and practices, showing you how to apply these using the Go programming language. It will teach you the fundamental concepts of architectural design and RESTful communication, and show you patterns that provide manageable code that is supportable in development and at scale in production. We will provide you with examples on how to put these concepts and patterns into practice with Go. Whether you are planning a new application or working in an existing monolith, this book will explain and illustrate with practical examples how teams of all sizes can start solving problems with microservices. It will help you understand Docker and Docker-Compose and how it can be used to isolate microservice dependencies and build environments. We finish off by showing you various techniques to monitor, test, and secure your microservices. By the end, you will know the benefits of system resilience of a microservice and the advantages of Go stack. Style and approach The step-by-step tutorial focuses on building microservices. Each chapter expands upon the previous one, teaching you the main skills and techniques required to be a successful microservice practitioner.

A guide to Go describes how the programming language is structured and provides examples of code that demonstrate every stage of Go development, from creating a simple program to debugging and distributing code.

If you are an experienced Objective-C programmer and are looking for quick solutions to many different coding tasks in Swift, then this book is for you. You are expected to have development experience, though not necessarily with Swift.

This fast-moving tutorial introduces you to OCaml, an industrial-strength programming language designed for expressiveness, safety, and speed. Through the book’s many examples, you’ll quickly learn how OCaml stands out as a tool for writing fast, succinct, and readable systems code. Real World OCaml takes you through the concepts of the language at a brisk pace, and then helps you explore the tools and techniques that make OCaml an effective and practical tool. In the book’s third section, you’ll delve deep into the details of the compiler toolchain and OCaml’s simple and efficient runtime system. Learn the foundations of the language, such as higher-order functions, algebraic data types, and modules Explore advanced features such as functors, first-class modules, and objects Leverage Core, a comprehensive general-purpose standard library for OCaml Design effective and reusable libraries, making the most of OCaml’s approach to abstraction and modularity Tackle practical programming problems from command-line parsing to asynchronous network programming Examine profiling and interactive debugging techniques with tools such as GNU gdb

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.

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