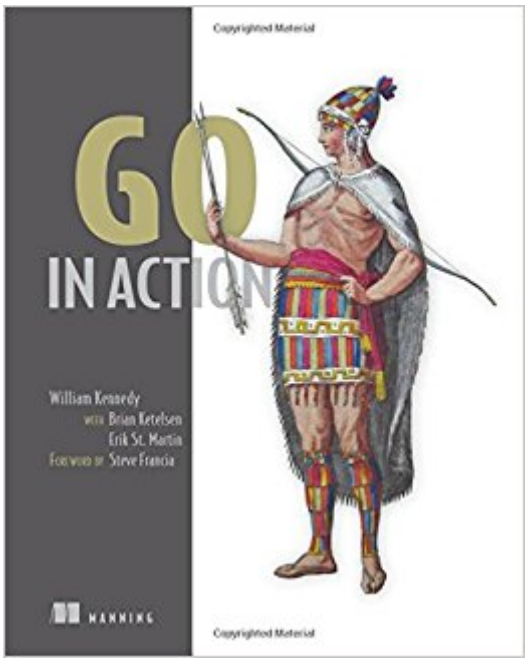
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Go In Action



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Synopsis

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 TechnologyApplication 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 enterprisesÃ¢â ¬â •companies that rely on high-performing services in their infrastructure.About the BookGo 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 InsideLanguage specification and implementationGo's type systemInternals of Go's data structuresTesting and benchmarkingAbout the ReaderThis book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++.About the AuthorsWilliam 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 ContentsIntroducing GoGo quick-startPackaging and toolingArrays, slices, and mapsGo's type systemConcurrencyConcurrency patternsStandard libraryTesting and benchmarking

Book Information

Paperback: 264 pages
Publisher: Manning Publications; 1 edition (November 26, 2015)
Language: English
ISBN-10: 1617291781
ISBN-13: 978-1617291784
Product Dimensions: 7.4 x 0.5 x 9.2 inches
Shipping Weight: 12.6 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars 32 customer reviews

Best Sellers Rank: #187,610 in Books (See Top 100 in Books) #19 inÃ Â Books > Computers & Technology > Internet & Social Media > Web Browsers #30 inÃ Â Books > Computers & Technology > Programming > Languages & Tools > Ruby #40 inÃ Â Books > Computers & Technology > Web Development & Design > Web Services

Customer Reviews

William Kennedy is a seasoned software developer, author of the blog GoingGo.Net, and organizer for the Go-Miami and Miami MongoDB meetups.Brian Ketelsen is one of the organizers of GopherCon, an annual conference for Go developers and coauthor of the Go-based Skynet framework. Brian works with Go daily in a high-stakes production setting.Erik St. Martin is also one of the organizers of GopherCon an annual conference for Go developers and coauthor of the Go-based Skynet framework. Eric runs his own software consultancy.

Excellent overview of Go. Easy read and flows well. Can be used as a reference or be read cover to cover.

Is this a comprehensive dive into everything Go? No it is not. However, if this isn’t your first language then this book does a great job of getting one up to speed. The rest can be acquired form Go’s excellent documentation.

Excellent presentation of the material.

excellent resource

excelente book

An excellent, well thought out resource on Go. If there are any features of the language that you think need to be demystified, then they are probably given an excellent treatment in this book; it covers pretty much everything.Whereas Go has excellent official documentation, it can be very technical and not a little overwhelming when one is just starting out. This book builds an excellent foundation of understanding, nicely filing the void between simple on-line tutorials and the complexity of the official spec. Obviously there are details in the official documentation that go well

beyond what is covered in this book, but if you want a head start in being able to understand those things when you have to look them up, then you can’t go wrong reading about them in this book first.There are several really good reasons to read it if one wants to learn Go:It fills in the gaps while managing to explain things in clear and simple terms; if you find the official docs a little hard to read and wish someone would explain them to you, this book does that really well.It shows (and explains) very idiomatic examples of written Go, and why they are written that way. If your code looks like the examples that you see in this book then you’re doing it right.It contains examples of *how* things are implemented that vastly help clarify why they would be done one way vs. another. Ever wonder "but why is it idiomatic to do it that way?" You can probably find the answer in this book.The subjects flow well one from the next; each chapter introducing new material principally relays on basics already covered in order to explain it. This makes for a gradually improving understanding of Go in the language of Go.A caveat or two:This is not a beginners book. If you haven’t spent several months coding (in Go or another language) and/or don’t have at least a basic computer science education, etc. then you will likely find the material overwhelming; this book aims to demonstrate Go to programmers, and does an excellent job of it--there are certainly better resources for people totally new to programming.The second chapter is a helluva thing. You might as well skip that (or gloss over it) and (re)read it after you’ve understood everything else. All other material should be read in sequence, then go back to chapter 2.Bottom line: this book is almost perfect. It is an excellent resource for the intermediate programmer. The only significant improvement would be to have the authors teaching a class, using this book as its primary text.

Note: I ordered this book from the publisher through their MEAP program, so I have followed the development of the book from the near beginning.Let it be known that not all Manning books are good. I love the publisher, but I have purchased a few now that I have not cared for, this book however, was all that I hoped (from an "in Action" title), and I credit this book to my understanding of the Go language.Right after the quick start, the authors delve into the packaging system and go tools, which is very important if you really want to grasp how great this language is. After the tooling, introductions to slices, maps, interfaces and concurrency will give a developer interested in Go a nice head start.The material was easy to understand, and even inspiring. I recommend this book, especially now because save the "The Go Programming Language" book from Donovan and Kernighan (which I also own) I haven’t found any Go books that equal this one.If you want to feel like you did when you wrote your first program, or if you want to feel for the first time what its like to create something awesome, than check this book out.

I just finished the book "Go in Action". I had been considering using Go in a side project and jumped at the chance to read this book. Before reading this book, my exposure to Go had been a couple of blog posts and a Plural Sight video.Reading this book really leveled up my knowledge of Go. I now have a foundation to build on and know where to begin in starting my project. This book was written clearly. I appreciated the examples in the book. They were non-trivial and avoided repeated "Hello World" examples. It also introduced the built-in Go tooling and how to effectively use it. It introduced the concepts needed so you can develop programs and modules that integrate with the system tools. This has helped me understand what the community expects of modules that I create that I want to release.I really enjoyed this book. I feel it helped me move from just being curious about the language to being ready to start exploring and developing with it.

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