

Build Web Application With Golang Gitbook

Cloud Native Programming with Golang Learning Go Programming Hands-On GUI Application Development in Go Powerful Command-Line Applications in Go Hands-On System Programming with Go Golang for Jobseekers Distributed Computing with Go Full-Stack Web Development with Go Go Programming Cookbook Modern Web Development with Go: Build real-world, fast, efficient, and scalable web server apps using Go programming language Building Scalable Web Applications with Golang Functional Programming in Go Hands-On High Performance with Go Web Development with Go Building Modern CLI Applications in Go Golang Mini Reference Go Web Development Cookbook Engineered Nanostructures for Therapeutics and Biomedical Applications Web Applications with Go Safety and Reliability. Theory and Applications Mina Andrawos Shubhangi Agarwal Andrew Williams Ricardo Gerardi Alex Guerrieri Hairizuan Bin Noorazman V.N. Nikhil Anurag Nanik Tolaram Aaron Torres Dušan Stojanović Tihana Grgic Dylan Meeus Bob Strecansky Shiju Varghese Marian Montagnino Harry Yoon Arpit Aggarwal Ajeet Kumar Kaushik Tommy Clark Marko Cepin

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Marian Montagnino Harry Yoon Arpit Aggarwal Ajeet Kumar Kaushik Tommy Clark
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discover practical techniques to build cloud native apps that are scalable reliable and always available key features build well designed and secure microservices enrich your microservices with continuous integration and monitoring containerize your application with docker deploy your application to aws learn how to utilize the powerful aws services from within your application book description awarded as one of the best books of all time by bookauthority cloud native programming with golang will take you on a journey into the world of microservices and cloud computing with the help of go cloud computing and microservices are two very important concepts in modern software architecture they represent key skills that ambitious software engineers need to acquire in order to design and build software applications capable of performing and scaling go is a modern cross platform programming language that is very powerful yet simple it is an excellent choice for microservices and cloud applications go is gaining more and more popularity and becoming a very attractive skill this book starts by covering the software architectural patterns of cloud applications as well as practical concepts regarding how to scale distribute and deploy those applications you will also learn how to build a javascript based front end for your application using typescript and react from there we dive into commercial cloud offerings by covering aws finally we conclude our book by providing some overviews of other concepts and technologies that you can explore to move from where the book leaves off what you will learn understand modern software applications architectures build secure microservices that can effectively communicate with other services get to know about event driven architectures by diving into message queues such as kafka rabbitmq and aws sqs understand key modern database technologies such as mongodb and amazon s dynamodb leverage the power of containers explore amazon cloud services fundamentals know how to utilize the power of the go language to access key services in the amazon cloud such as s3 sqs dynamodb and more build front end applications using reactjs with go implement cd for modern applications who this book is for this book is for developers who want to begin building secure resilient robust and scalable go applications that are cloud native some knowledge of the go programming

language should be sufficient to build the front end application you will also need some knowledge of javascript programming

deep dive into the essential topics in go programming key features

- understand the fundamentals of go language its history purpose and success stories learn how to work with variables constants data types operators control structures and functions get familiar and work with the standard golang libraries learn how to create custom packages and third party package installation understand how concurrency is achieved in go with the use of goroutines mutex and channels understand how an error is handled in golang and supported libraries
- description
- this book is a unique read for both beginners and developers as it extensively covers topics ranging from fundamentals to advanced topics in go programming basics such as data types control structures and loops in have been explained in depth a detailed description of structs interfaces polymorphism and concurrency will enable you to write professional codes using golang you will get an idea of error data type and how to recover it in golang you will be capable of using standard libraries create custom packages and install third party packages in go creation of functions and invoking them in go have been vividly explained by the end you will be able to write advanced golang code and at the same time develop an application with golang server
- what you will learn
- learn how to write codes using control structures and loops in go get familiar with the type of operators in go learn how to work with arrays and slices in go get familiar and work with the functions in go learn how to implement concurrent programming in go
- who this book is for this book is for anyone who wants to learn the golang programming language programmers and developers who are currently using golang can use this book as a reference guide
- table of contents
- 1 introduction to go 2 environment setup 3 beginning with go 4 variables data types and constants 5 operators 6 control structures 7 functions 8 packages in go 9 arrays and slices 10 strings 11 pointers 12 structures 13 composition 14 interfaces and polymorphism 15 maps 16 concurrency with go 17 mutex channels 18 error handling 19 reflection 20 build application

discover golang s gui libraries such as go gtk gimp toolkit and go qt and build beautiful performant and responsive graphical applications key features

- conceptualize and build

state of art gui applications with golang go tackle the complexity of varying gui application sizes with a structured and scalable approachget hands on experience of gui development with shiny and labs ui fyne and walkbook description go is often compared to c when it comes to low level programming and implementations that require faster processing such as graphical user interfaces guis in fact many claim that go is superior to c in terms of its concurrency and ease of use most graphical application toolkits though are still written using c or c and so they don t enjoy the benefits of using a modern programming language such as go this guide to programming guis with go 1 11 explores the various toolkits available including ui walk shiny and fyne the book compares the vision behind each project to help you pick the right approach for your project each framework is described in detail outlining how you can build performant applications that users will love to aid you further in creating applications using these emerging technologies you ll be able to easily refer to code samples and screenshots featured in the book in addition to toolkit specific discussions you ll cover more complex topics such as how to structure growing graphical applications and how cross platform applications can integrate with each desktop operating system to create a seamless user experience by delving into techniques and best practices for organizing and scaling go based graphical applications you ll also glimpse go s impressive concurrency system in the concluding chapters you ll discover how to distribute to the main desktop marketplaces and distribution channels by the end of this book you ll be a confident gui developer who can use the go language to boost the performance of your applications what you will learnunderstand the benefits and complexities of building native graphical applications gain insights into how go makes cross platform graphical application development simple build platform native gui applications using andlabs ui develop graphical windows applications using walk create multiplatform gui applications using shiny nuklear and fyne use go wrappers for gtk and qt for gui application development streamline your requirements to pick the correct toolkit strategywho this book is for this book is designed for go developers who are interested in building native graphical applications for desktop computers and beyond some knowledge of building applications using go is useful but not essential experience in developing guis is not required as the book explores the benefits and challenges they pose this book will

also be beneficial for gui application developers who are interested in trying go

whether you want to automate tasks analyze data parse logs talk to network services or address other systems requirements writing your own command line tool may be the fastest and perhaps the most fun way to do it the go programming language is a great choice for developing tools that are fast reliable and cross platform create command line tools that work with files connect to services and even manage external processes all while using tests and benchmarks to ensure your programs are fast and correct when you want to develop cross platform command line tools that are fast and reliable use go a modern programming language that combines the reliability of compiled languages with the ease of use and flexibility of dynamic typed languages work through practical examples to develop elegant and efficient tools by applying go s rich standard library its built in support for concurrency and its expressive syntax use go s integrated testing capabilities to automatically test your tools ensuring they work reliably even across code refactoring develop cli tools that interact with your users by using common input output patterns including environment variables and flags handle files to read or persist data and manipulate paths consistently in cross platform scenarios control processes and handle signals and use a benchmark driven approach and go s concurrency primitives to create tools that perform well use powerful external libraries such as cobra to create modern and flexible tools that handle subcommands and develop tools that interact with databases apis and network services finally leverage what you learned by tackling additional challenges at the end of each chapter what you need go 1.8 or higher an internet connection to download the example files and additional libraries and a text editor to write your programs

explore the fundamentals of systems programming starting from kernel api and filesystem to network programming and process communications key features learn how to write unix and linux system code in golang v1.12 perform inter process communication using pipes message queues shared memory and semaphore explore modern go features such as goroutines and channels that facilitate systems programming book description system software and applications were largely created using low level languages such as c or c go is a modern language that combines simplicity concurrency and performance making it a good alternative for building

system applications for linux and macos this go book introduces unix and systems programming to help you understand the components the os has to offer ranging from the kernel api to the filesystem and familiarize yourself with go and its specifications you ll also learn how to optimize input and output operations with files and streams of data which are useful tools in building pseudo terminal applications you ll gain insights into how processes communicate with each other and learn about processes and daemon control using signals pipes and exit codes this book will also enable you to understand how to use network communication using various protocols including tcp and http as you advance you ll focus on go s best feature concurrency helping you handle communication with channels and goroutines other concurrency tools to synchronize shared resources and the context package to write elegant applications by the end of this book you will have learned how to build concurrent system applications using go what you will learn explore concepts of system programming using go and concurrency gain insights into golang s internals memory models and allocation familiarize yourself with the filesystem and io streams in general handle and control processes and daemons lifetime via signals and pipes communicate with other applications effectively using a network use various encoding formats to serialize complex data structures become well versed in concurrency with channels goroutines and sync use concurrency patterns to build robust and performant system applications who this book is for if you are a developer who wants to learn system programming with go this book is for you although no knowledge of unix and linux system programming is necessary intermediate knowledge of go will help you understand the concepts covered in the book

a comprehensive guide to mastering golang and boosting your career prospects key features gain a solid foundation in golang application development covering essential concepts and techniques explore the complete lifecycle of golang applications from development to successful deployment in production environments get a roadmap for further learning and skill enhancement after mastering the concepts in the book description golang holds significance because of its emphasis on simplicity readability impressive performance and built in support for concurrency if you want to elevate your golang programming skills and become a more proficient developer then this book is for you golang for jobseekers starts by providing a comprehensive introduction

to go covering its syntax fundamental concepts and unique features that make it an efficient language for development it delves deeply into data structures and algorithms equipping you with techniques to optimize your code and solve complex problems with elegance and speed furthermore the book explores the art of building robust restful api applications in go it teaches you industry best practices and architectural patterns for creating scalable secure and maintainable apis the book then takes you through a step by step journey from development to production demonstrating how to deploy go applications in different environments ranging from virtual machines to containers on kubernetes lastly it helps you understand essential concepts like monitoring and logging enabling you to ensure the performance and health of your applications in real world scenarios by the end of the book you will be equipped to confidently showcase your expertise during interviews giving you a competitive edge in the job market what you will learn gain proficiency in data structures and algorithms using golang learn how to develop a restful api application using golang acquire the knowledge and skills required to deploy an application to a virtual machine explore the process of deploying an application in a containerized environment understand the essential concepts and practices for making applications production ready who this book is for ideal for newcomers to the industry this book explores the entire journey of application development from concept to production ready deployment

table of contents
1 understanding golang and its potential
2 golang fundamentals
3 exploring data structures
4 understanding algorithms
5 getting comfortable with go
6 proverbs
7 building rest apis
8 testing in golang
9 deploying a golang application in a virtual machine
10 deploying a containerized golang application
11 microservices with golang
12 applications
13 introduction to monitoring and logging
14 adding concurrency in golang application
15 what is next

a tutorial leading the aspiring go developer to full mastery of golang s distributed features key features this book provides enough concurrency theory to give you a contextual understanding of go concurrency it gives weight to synchronous and asynchronous data streams in golang web applications it makes goroutines and channels completely familiar and natural to go developers book description distributed computing with go gives developers with a good idea how basic go development works the tools to fulfill the true potential of golang development in a world of

concurrent web and cloud applications nikhil starts out by setting up a professional go development environment then you ll learn the basic concepts and practices of golang concurrent and parallel development you ll find out in the new few chapters how to balance resources and data with rest and standard web approaches while keeping concurrency in mind most go applications these days will run in a data center or on the cloud which is a condition upon which the next chapter depends there you ll expand your skills considerably by writing a distributed document indexing system during the next two chapters this system has to balance a large corpus of documents with considerable analytical demands another use case is the way in which a web application written in go can be consciously redesigned to take distributed features into account the chapter is rather interesting for go developers who have to migrate existing go applications to computationally and memory intensive environments the final chapter relates to the rather onerous task of testing parallel and distributed applications something that is not usually taught in standard computer science curricula what you will learn gain proficiency with concurrency and parallelism in go learn how to test your application using go s standard library learn industry best practices with technologies such as rest openapi docker and so on design and build a distributed search engine learn strategies on how to design a system for web scale who this book is for this book is for developers who are familiar with the golang syntax and have a good idea of how basic go development works it would be advantageous if you have been through a web application product cycle although it s not necessary

a go programmer s hands on guide to go from building basic server side templates to full single page apps using tailwind css vue js and more key features learn how to structure your go projects be smarter with sqlc create middleware and secure your apps explore different frontend frameworks and dive into vue and tailwind css use terraform and docker and deploy in minutes book description go is a modern programming language with capabilities to enable high performance app development with its growing web framework ecosystem go is a preferred choice for building complete web apps this practical guide will enable you to take your go skills to the next level building full stack apps this book walks you through creating and developing a complete modern web service from auth middleware server side rendering databases and modern frontend frameworks and go powered apis you ll start by

structuring the app and important aspects such as networking before integrating all the different parts together to build a complete web product next you'll learn how to build and ship a complete product by starting with the fundamental building blocks of creating a go backend you'll apply best practices for cookies apis and security and level up your skills with the fastest growing frontend framework vue once your full stack application is ready you'll understand how to push the app to production and be prepared to serve customers and share it with the world by the end of this book you'll have learned how to build and ship secure scalable and complete products and how to combine golang with existing products using best practices what you will learn discover how to quickly scaffold structure and build your golang applications design and build databases using postgresql and sqlc to generate type safe sql code monitor applications with centralized logging and metrics collection for high performance explore frontend frameworks and libraries such as vuetify buefy and tailwind css to build a responsive frontend for your app communicate securely between the frontend and backend with cookies and session handling with middleware understand how to package applications using docker and set up ci pipelines in github who this book is for this book is for go programmers who want to combine the power of the go language with modern web development technologies to build complete web apps from frontend to backend the book assumes beginner level knowledge of html css and the web

tackle the trickiest of problems in go programming with this practical guide key featuresdevelop applications for different domains using modern programming techniquetackle common problems when it comes to parallelism concurrency and reactive programming in gowork with ready to execute code based on the latest version of gobook description go or golang is a statically typed programming language developed at google known for its vast standard library it also provides features such as garbage collection type safety dynamic typing capabilities and additional built in types this book will serve as a reference while implementing go features to build your own applications this go cookbook helps you put into practice the advanced concepts and libraries that golang offers the recipes in the book follow best practices such as documentation testing and vendoring with go modules as well as performing clean abstractions using interfaces you'll learn how code works and the common pitfalls to

watch out for the book covers basic type and error handling and then moves on to explore applications such as websites command line tools and filesystems that interact with users you'll even get to grips with parallelism distributed systems and performance tuning by the end of the book you'll be able to use open source code and concepts in go programming to build enterprise class applications without any hassle what you will learn work with third party go projects and modify them for your use write go code using modern best practices manage your dependencies with the new go module system solve common problems encountered when dealing with backend systems or devops explore the go standard library and its use test profile and fine tune go applications who this book is for if you're a web developer programmer or enterprise developer looking for quick solutions to common and not so common problems in go programming this book is for you basic knowledge of the go language is assumed

build fast scalable web server applications by harnessing the power of solution driven programming with go key features understanding the core concepts of the go programming language designing and development of modern server applications dealing with different kinds of database management solutions deploying applications with cutting edge technologies monitoring and maintenance of applications with popular tools book description in this book we are going to learn how to design develop and deploy server applications using the go programming language in recent years go has become the industrial standard for these kinds of applications so by learning this a lot of good opportunities can be opened in the market all subjects will be covered through various practical examples this book will cover the state of the art technology for the development of applications and follow all industrial standards at the beginning we will do the preparation for development here we will learn the basics of the go programming language the basics of servers how to set up a project with go and how to design software solutions later we will concentrate more on development we will learn how to develop the application designed in the previous chapters how to use different types of databases how to test our application and how to make it secure at the end of the book we will show how to deploy the application and monitor it after deployment after reading this book the readers can independently develop server applications or include themselves in already started projects what you will learn solve

common problems with the go programming language be familiar with the terms related to server applications understand the phases in the software development process be able to independently design software solutions and use some best practices be familiar with multiple different database management solutions relational and nosql and be able to predict which best suits their needs learn how to deploy applications understand and know how to apply monitoring and alerting concepts who is this book for the book is for beginners and experienced developers who want to learn and have a thorough introduction to web development using the go programming language with a lot of practical examples and guidelines on how to install and configure specific tools beginners will easily understand and follow the content covered in this book on the other hand more experienced developers will certainly find some useful tips and tricks

table of contents
1 basic concepts of go programming language
2 advanced concepts of go programming language
3 servers
4 setting up a project with go programming language
5 design of applications
6 application layers
7 relational databases and repository layer
8 nosql databases and repository layer
9 testing
10 security
11 deploying application
12 monitoring and alerting

building scalable applications with go golang a comprehensive guide to developing fast scalable and concurrent applications for the and cloud master the art of web development with building scalable applications with go golang your ultimate guide to creating fast efficient and scalable web applications using one of the most powerful programming languages today designed for developers and tech enthusiasts this book provides a step by step approach to leveraging go s concurrency model and robust standard library to build modern cloud ready applications from building restful apis to deploying production grade services this book equips you with practical tools and techniques to create high performance web applications that can handle millions of users with ease what you ll learn introduction to go for development understand the core principles of go and why it s ideal for building scalable web applications go syntax and fundamentals master go s syntax data types and control structures to write clean and efficient code building restful apis learn how to design and implement restful apis using go s net package concurrency in go harness the power of go s goroutines and channels to build highly concurrent and responsive applications database

integration work with popular databases like postgresql and mongodb using go libraries such as gorm and sqlx authentication and authorization implement secure user authentication and authorization using jwt and oauth frameworks in go explore lightweight frameworks like gin and echo to speed up development and simplify routing real time applications build real time features like chat and live notifications with websockets and go deploying applications to the cloud learn to containerize your applications with docker and deploy them to aws google cloud or kubernetes performance optimization optimize your go applications for speed and scalability with tools like pprof and benchmarking techniques testing and debugging use go s built in testing tools to write unit tests integration tests and debug efficiently microservices architecture design and implement scalable microservices using go and service oriented principles error handling in go write robust error handling mechanisms to ensure application reliability security best practices protect your applications from vulnerabilities with secure coding practices and data encryption techniques real world projects apply your knowledge to build projects such as an e commerce platform blog engine and task management system who is this book for this book is perfect for backend developers web developers and anyone looking to harness the power of go to build scalable web applications for the cloud why choose this book with its hands on approach practical examples and real world projects building scalable applications with go golang bridges the gap between learning and applying go empowering you to create fast and reliable web applications start building scalable web applications today with building scalable applications with go golang a comprehensive guide to developing fast scalable and concurrent applications for the and cloud

leverage core functional programming fp concepts to write more maintainable and testable code in go purchase of the print or kindle book includes a free pdf ebook key featureslearn functional programming techniques at the architectural level and use them to solve real world problemsunderstand how to think about code functionallylearn about the trade offs of functional programming and object oriented programming oop in gobook description while go is a multi paradigm language that gives you the option to choose whichever paradigm works best for the particular problem you aim to solve it supports features that enable you to apply functional principles in your code in this book you ll learn about concepts central to the functional

programming paradigm and how and when to apply functional programming techniques in go starting with the basic concepts of functional programming this golang book will help you develop a deeper understanding of first class functions in the subsequent chapters you ll gain a more comprehensive view of the techniques and methods used in functional languages such as function currying partial application and higher order functions you ll then be able to apply functional design patterns for solving common programming challenges and explore how to apply concurrency mechanisms to functional programming by the end of this book you ll be ready to improve your code bases by applying functional programming techniques in go to write cleaner safer and bug free code what you will learn gain a deeper understanding of functional programming through practical examples build a solid foundation in core fp concepts and see how they apply to go code discover how fp can improve the testability of your code base apply functional design patterns for problem solving understand when to choose and not choose fp concepts discover the benefits of functional programming when dealing with concurrent code who this book is for if you are a go engineer with a background in traditionally object oriented languages such as java or c and want to broaden your knowledge of functional programming this book is for you

proven methodologies and concurrency techniques that will help you write faster and better code with go programming key features explore go s profiling tools to write faster programs by identifying and fixing bottlenecks address go specific performance issues such as memory allocation and garbage collection delve into the subtleties of concurrency and discover how to successfully implement it in everyday applications book description go is an easy to write language that is popular among developers thanks to its features such as concurrency portability and ability to reduce complexity this golang book will teach you how to construct idiomatic go code that is reusable and highly performant starting with an introduction to performance concepts you ll understand the ideology behind go s performance you ll then learn how to effectively implement go data structures and algorithms along with exploring data manipulation and organization to write programs for scalable software this book covers channels and goroutines for parallelism and concurrency to write high performance code for distributed systems as you advance you ll learn how to manage memory effectively

you'll explore the compute unified device architecture cuda application programming interface api use containers to build go code and work with the go build cache for quicker compilation you'll also get to grips with profiling and tracing go code for detecting bottlenecks in your system finally you'll evaluate clusters and job queues for performance optimization and monitor the application for performance regression by the end of this go programming book you'll be able to improve existing code and fulfill customer requirements by writing efficient programs what you will learn organize and manipulate data effectively with clusters and job queues explore commonly applied go data structures and algorithms write anonymous functions in go to build reusable apps profile and trace go apps to reduce bottlenecks and improve efficiency deploy monitor and iterate go programs with a focus on performance dive into memory management and cpu and gpu parallelism in go who this book is for this golang book is a must for developers and professionals who have an intermediate to advanced understanding of go programming and are interested in improving their speed of code execution

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 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 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 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 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 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

evolve the humble cli using go and unleash the next generation of powerful flexible and empathy driven interfaces purchase of the print or kindle book includes a free pdf ebook key features discover how go enables the development of elegant and intuitive clis explore a range of cli development aspects and pick up a vast array of best practices create engaging and user friendly interfaces and learn how to distribute them book description although graphical user interfaces guis are intuitive and user friendly nothing beats a command line interface cli when it comes to productivity many organizations settle for a gui without searching for alternatives that offer better accessibility and functionality if this describes your organization then pick up this book and get them to rethink that decision building modern cli applications in go will help you achieve an interface that rivals a gui in elegance yet surpasses it in high performance execution through its practical step by step approach you ll learn everything you need to harness the power and simplicity of the go language to build cli applications that revolutionize the way you work after a primer on cli standards and go you ll be launched into tool design and proper framework use for true development proficiency the book then moves on to all things cli helping you master everything from arguments and flags to errors and api calls later you ll dive into the nuances of empathic development so that you can ensure the best ux possible before you finish up with build tags cross compilation and container based distribution by the end of this ux book you ll be fully equipped to take the performance and flexibility of your organization s applications to the next level what you will learn master the go code structure testing and other essentials add a colorful dashboard to your cli using engaging ascii banners use cobra viper and other frameworks to give your cli an edge handle inputs api commands errors and timeouts like a pro target builds for specific platforms the right way using build tags build with empathy using easy bug submission and traceback containerize distribute and publish your clis quickly and easily who this book is for this book is for beginner and intermediate level golang developers who take an interest in developing clis and enjoy learning by doing you ll need an

understanding of basic go lang programming concepts but will require no prior knowledge of cli design and development this book helps you join a community of cli developers and distribute within the popular homebrew package management tool

learn go lang essentials in a weekend go is one of the most powerful and yet the simplest modern programming languages we go through all important features of the modern go programming language as of 1 18 and 1 19 2022 including generics why go go is a simple easy to learn and use beginner friendly high level programming language go is suitable for low level systems programming traditionally done by low level languages like c go is one of the most popular languages in modern services and application development go is one of the most widely used cli application languages for system administration and network management go is fun although the book is written as a reference you can read it more or less from beginning to end and you should be able to get the overall picture of the go language but not necessarily all the gory details if you have some prior experience with programming in go or other similar c style languages the book covers go toolchain workspaces modules go program execution model packages variable constant declarations builtin types builtin functions structs interfaces generic types functions methods generic functions expressions and statements goroutines the book also includes a bonus chapter on generics for people who are new to programming with the parameterized types generics brings the power of the modern type system to the go programming language you won t be able to program effectively in go without fully utilizing generics moving forward order your copy today and learn go this weekend

86 recipes on how to build fast scalable and powerful web services and applications with go key features become proficient in restful web services build scalable high performant web applications in go get acquainted with go frameworks for web development book description go is an open source programming language that is designed to scale and support concurrency at the language level this gives you the liberty to write large concurrent web applications with ease from creating web application to deploying them on amazon cloud services this book will be your one stop guide to learn web development in go the go development cookbook teaches you how to create rest services write microservices and deploy go docker containers

whether you are new to programming or a professional developer this book will help get you up to speed with web development in go we will focus on writing modular code in go in depth informative examples build the base one step at a time you will learn how to create a server work with static files sql nosql databases and beego you will also learn how to create and secure rest services and create and deploy go web application and go docker containers on amazon cloud services by the end of the book you will be able to apply the skills you ve gained in go to create and explore web applications in any domain what you will learn create a simple http and tcp web server and understand how it works explore record in a mysql and mongodb database write and consume restful web service in go invent microservices in go using micro a microservice toolkit create and deploy the beego application with nginx deploy go web application and docker containers on an aws ec2 instance who this book is for this book is for go developers interested in learning how to use go to build powerful web applications a background in web development is expected

engineered nanostructures for therapeutics and biomedical applications offers a single reference for a diverse biomedical readership to learn about the application of nanotechnology in biomedicine and biomedical engineering from past developments to current research and future prospects this book sets out a broad selection of biomedical and therapeutic applications for nanostructures including bioimaging nanorobotics orthopedics and tissue engineering offering a useful multidisciplinary approach each chapter discusses challenges faced in each discipline including limiting factors biocompatibility and toxicity thus enabling the reader to make informed decisions in their research this book is a comprehensive broad overview of the role and significance of nanomaterials and their composites that also includes discussions of key aspects in the field of biomedicine it will be of significant interest to academics and researchers in materials science and engineering biomedicine and biomedical engineering chemical engineering pharmaceuticals bioimaging and nanorobotics provides a broad overview of the many applications of nanomaterials and nanotechnology in biomedicine and engineering offers a multidisciplinary approach that will appeal to a diverse readership including those in biomedical engineering materials science biomedicine and pharmaceuticals includes challenges faced and limiting factors for each application allowing readers to make an informed decision

when using nanomaterials in their research

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