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	Nota di contenuto	Part 1 -- Understanding the Go Language -- 1. Your First Go Application -- 2. Putting Go in Context -- 3. Using the Go Tools -- 4. Basic Types, Values, and Pointers -- 5. Operations and Conversions -- 6. Flow Control -- 7. Using Arrays, Slice, and Maps -- 8. Defining and Using Functions -- 9. Using Function Types -- 10. Defining Structs -- 11. Using Methods and Interfaces -- 12. Creating and Using Packages -- 13. Type and Interface Composition -- 14. Using Goroutines and Channels -- 15. Error Handling -- Part 2 -- Using the Go Standard Library -- 16. String Processing and Regular Expressions -- 17. Formatting and Scanning Strings -- 18. Math Functions and Data Sorting -- 19. Dates, Times, and Durations -- 20. Reading and Writing Data -- 21. Working with JSON Data -- 22. Working with Files -- 23. Using HTML and Text Templates -- 24. Creating HTTP Servers -- 25. Creating HTTP Clients -- 26. Working with Databases -- 27. Using Reflection -- 28. Using Reflection, Part 2 -- 29. Using Reflection, Part 3 -- 30. Coordinating Goroutines -- 31. Unit Testing, Benchmarking, and Logging -- Part 3 -- Applying Go -- 32. Creating a Web Platform -- 33. Middleware, Templates, and Handlers -- 34. Actions, Sessions, and Authorization -- 35. SportsStore: A Real Application -- 36. SportsStore: Cart and Database -- 37. SportsStore: Checkout and Administration -- 38. SportsStore: Finishing and Deployment.

| Sommario/riassunto | Best-selling author Adam Freeman explains how to get the most from Go, starting from the basics and building up to the most advanced and sophisticated features. You will learn how Go builds on a simple and consistent type system to create a comprehensive and productive development experience that produces fast and robust applications that run across platforms. Go, also known as Golang, is the concise and efficient programming language designed by Google for creating high-performance, cross-platform applications. Go combines strong static types with simple syntax and a comprehensive standard library to increase programmer productivity, while still supporting features such as concurrent/parallel programming. Each topic is covered in a clear, concise, no-nonsense approach that is packed with the details you need to learn to be truly effective. Chapters include common problems and how to avoid them. What You Will Learn Gain a solid understanding of the Go language and tools Gain in-depth knowledge of the Go standard library Use Go for concurrent/parallel tasks Use Go for client- and server-side development Who This Book Is For Experienced developers who want to use Go to create applications. |