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	Descrizione fisica	1 online resource (376 pages)
	Altri autori (Persone)	LiDavid
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	Soggetti	Go (Computer program language)
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	Nota di contenuto	1. Go to the Basics -- 2. Write a tested HTTP image generator API -- 3. Writing the basics for a 2D Game in Go -- 4. Trend Follower for Blockchain Trading -- 5. Writing a Kubernetes Operator to run EVM-compatible blockchains -- 6. Go Beyond : Connecting to C for performance boost -- 7. Alef from Plan 9.
	Sommario/riassunto	Go beyond the basics of Go and build complete applications using open-source libraries or the Go programming language by Google. This book will take you deep into the memory lane of the Go language with crunchy details straight from outer space. The applications in this book include the framework for a 2D Go-based game, an image random generator Rest API, financial time series handling for trading, a Kubernetes operator, a Blockchain coding and more. You'll also get refreshers on Go constructs and useful code tricks to build performant projects, and develop an HTTP based cloud ready image generator. Each chapter will be organized in the following format: what the particular application looks like; requirements and user stories of our example program; an introduction to the Go libraries or frameworks used; and the actual implementation of the example program, including common pitfalls and their solutions. Go Crazy will open your eyes to a new world of practical applications for Go. After reading the

book, you will be able to apply your Golang knowledge to build your own crazy projects. Free source code will be available on this book's Apress GitHub page. You will: Compile and inline other programming languages, including GPU coding. Handle Kubernetes clusters via your own operator Write Go to code against Ethereum based block chains. Write intelligent bot code to get you rich and famous.