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*Go Web Programming* Web Development with Go **Go Web Development Cookbook** Go Programming Language For Dummies The Go Programming Language *Programming in Go* *Go in Action* *Network Programming with Go* *Get Programming with Go* **Learning Go Programming** **Go Programming Blueprints** *How To Code in Go* *Go in Practice* *Cloud Native Programming with Golang* *An Introduction to Programming in Go* *Web Programming with HTML5, CSS, and JavaScript* **Web Development with Go** **Network Programming with Go** Go Systems Programming **Go Web Programming Hands-on** **Go Programming** *Concurrency in Go* **Learning Go Programming** Go: Building Web Applications *Building RESTful Web services with Go* **Hands-On System Programming with Go** **Rust Web Programming** *Distributed Services with Go* **Learning Go Phoenix** **Web Development** Introducing Go **Pro Go** *Go Programming Cookbook* **The Rust Programming Language (Covers Rust 2018)** **Head First Go** *Deep Learning for Coders with fastai and PyTorch* The Way to Go **Dynamic Web Programming and HTML5 Learning Web Design** Automate the Boring Stuff with Python, 2nd Edition

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### **Web Development with Go**

Jun 16 2021 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

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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. Developers looking for a full-fledged web development framework for building web apps will be introduced to Beego. The book then moves on to demonstrate how to deploy web apps to the cloud using the Google Cloud platform. Finally, the book introduces Docker, a revolutionary container technology platform for deploying containerized Go web apps to the cloud. *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, and Docker for deploying Go servers 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. *Distributed Services with Go* Jul 06 2020 This is the book for Gophers who want to learn how to build distributed systems. You know the basics of Go and are eager to put your knowledge to work. Build distributed services that are highly available, resilient, and scalable. This book is just what you need to apply Go to real-world situations. Level up your engineering skills today. Take your Go skills to the next level by learning how to design, develop, and deploy a distributed service. Start from the bare essentials of storage handling, then work your way through networking a client and server, and finally to

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distributing server instances, deployment, and testing. All this will make coding in your day job or side projects easier, faster, and more fun. Create your own distributed services and contribute to open source projects. Build networked, secure clients and servers with gRPC. Gain insights into your systems and debug issues with observable services instrumented with metrics, logs, and traces. Operate your own Certificate Authority to authenticate internal web services with TLS. Automatically handle when nodes are added or removed to your cluster with service discovery. Coordinate distributed systems with

replicated state machines powered by the Raft consensus algorithm. Lay out your applications and libraries to be modular and easy to maintain. Write CLIs to configure and run your applications. Run your distributed system locally and deploy to the cloud with Kubernetes. Test and benchmark your applications to ensure they're correct and fast. Dive into writing Go and join the hundreds of thousands who are using it to build software for the real world. What You Need: Go 1.13+ and Kubernetes 1.16+ *Cloud Native Programming with Golang* Sep 19 2021 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

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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.

**Rust Web Programming** Aug 07 2020 Adopt the Rust programming language by learning how to build fully functional web applications and services and address challenges relating to safety and performance Key FeaturesBuild scalable web applications in Rust using popular frameworks such as Actix, Rocket, and WarpCreate front-end components that can be injected into multiple viewsDevelop data models in Rust to interact with the databaseBook Description Are safety and high performance a big concern for you while

developing web applications? While most programming languages have a safety or speed trade-off, Rust provides memory safety without using a garbage collector. This means that with its low memory footprint, you can build high-performance and secure web apps with relative ease. This book will take you through each stage of the web development process, showing you how to combine Rust and modern web development principles to build supercharged web apps. You'll start with an introduction to Rust and understand how to avoid common pitfalls when migrating from traditional dynamic programming

languages. The book will show you how to structure Rust code for a project that spans multiple pages and modules. Next, you'll explore the Actix Web framework and get a basic web server up and running. As you advance, you'll learn how to process JSON requests and display data from the web app via HTML, CSS, and JavaScript. You'll also be able to persist data and create RESTful services in Rust. Later, you'll build an automated deployment process for the app on an AWS EC2 instance and Docker Hub. Finally, you'll play around with some popular web frameworks in Rust and compare them. By the end of this Rust book, you'll be able to confidently create

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scalable and fast web applications with Rust. What you will learn Structure scalable web apps in Rust in Rocket, Actix Web, and WarpApply data persistence for your web apps using PostgreSQLBuild login, JWT, and config modules for your web appsServe HTML, CSS, and JavaScript from the Actix Web serverBuild unit tests and functional API tests in Postman and NewmanDeploy the Rust app with NGINX and Docker onto an AWS EC2 instanceWho this book is for This book on web programming with Rust is for web developers who have programmed in traditional languages such as Python, Ruby, JavaScript, and Java and

are looking to develop high-performance web applications with Rust. Although no prior experience with Rust is necessary, a solid understanding of web development principles and basic knowledge of HTML, CSS, and JavaScript are required if you want to get the most out of this book.

*Get Programming with Go* Feb 22 2022 Summary Get Programming with Go introduces you to the powerful Go language without confusing jargon or high-level theory. By working through 32 quick-fire lessons, you'll quickly pick up the basics of the innovative Go programming language! Purchase of the print book

includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go is a small programming language designed by Google to tackle big problems. Large projects mean large teams with people of varying levels of experience. Go offers a small, yet capable, language that can be understood and used by anyone, no matter their experience. About the Book Hobbyists, newcomers, and professionals alike can benefit from a fast, modern language; all you need is the right resource! *Get Programming with Go* provides a hands-on introduction to Go language fundamentals, serving as a

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solid foundation for your future programming projects. You'll master Go syntax, work with types and functions, and explore bigger ideas like state and concurrency, with plenty of exercises to lock in what you learn. What's inside Language concepts like slices, interfaces, pointers, and concurrency Seven capstone projects featuring spacefaring gophers, Mars rovers, ciphers, and simulations All examples run in the Go Playground - no installation required! About the Reader This book is for anyone familiar with computer programming, as well as anyone with the desire to learn. About the Author Nathan Youngman organizes the

Edmonton Go meetup and is a mentor with Canada Learning Code. Roger Peppé contributes to Go and runs the Newcastle upon Tyne Go meetup. Table of Contents Unit 0 - GETTING STARTED Get ready, get set, Go Unit 1 - IMPERATIVE PROGRAMMING A glorified calculator Loops and branches Variable scope Capstone: Ticket to Mars Unit 2 - TYPES Real numbers Whole numbers Big numbers Multilingual text Converting between types Capstone: The Vigenère cipher Unit 3 - BUILDING BLOCKS Functions Methods First-class functions Capstone: Temperature tables Unit 4 - COLLECTIONS Arrayed in splendor Slices: Windows into

arrays A bigger slice The ever-versatile map Capstone: A slice of life Unit 5 - STATE AND BEHAVIOR A little structure Go's got no class Composition and forwarding Interfaces Capstone: Martian animal sanctuary Unit 6 - DOWN THE GOPHER HOLE A few pointers Much ado about nil To err is human Capstone: Sudoku rules Unit 7 - CONCURRENT PROGRAMMING Goroutines and concurrency Concurrent state Capstone: Life on Mars **Phoenix Web Development** May 04 2020 The Phoenix web development framework is an object-oriented application development tool written in Elixir. With Elixir and Phoenix, you build your application the

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right way, ready to scale and ready for the increasing demands of real-time web applications. If you have some knowledge of Elixir, have experience with web frameworks in other ...

The Way to Go Sep 27 2019

This book provides the reader with a comprehensive overview of the new open source programming language Go (in its first stable and maintained release Go 1) from Google. The language is devised with Java / C#-like syntax so as to feel familiar to the bulk of programmers today, but Go code is much cleaner and simpler to read, thus increasing the productivity of developers. You will see how Go: simplifies

programming with slices, maps, structs and interfaces incorporates functional programming makes error-handling easy and secure simplifies concurrent and parallel programming with goroutines and channels And you will learn how to: make use of Go's excellent standard library program Go the idiomatic way using patterns and best practices in over 225 working examples and 135 exercises This book focuses on the aspects that the reader needs to take part in the coming software revolution using Go.

### **Hands-on Go Programming**

Feb 10 2021 An easy-to-understand guide that helps

you get familiar with the basics and advanced concepts in Golang KEY FEATURES ● Everything you need to know on how to use Go programming. ● Illustrated Examples on Go Functions, Control Flows, and Arrays. ● Deep Dive into Slices, Maps, Structs, Error Handling and Concurrency in Golang. DESCRIPTION Hands-on Go Programming is designed to get you up and running as fast as possible with Go. You will not just learn the basics but get introduced to how to use advanced features of Golang. The book begins with the basic concepts of Data types, Constants, Variables, Operators, Reassignment, and

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Redeclaration. Moving ahead, we explore and learn the use of Functions, Control flows, Arrays, Slices, Maps, and Structs using some great examples and illustrations. We then get to know about Methods in Golang. Furthermore, we learn about complex aspects of Golang such as Interfaces, Pointers, Concurrency and Error Handling. By the end, you will be familiar with both the basics and advanced concepts of Go and start developing critical programs working using this language. WHAT YOU WILL LEARN ● Learn Golang syntaxes, control structures and Error Handling in-depth. ● Learn to declare, create and

modify Slices, Maps and Struct in Go. ● Build your own concurrent programs with Goroutines and Channels. ● Deep Dive into Error handling in Golang. WHO THIS BOOK IS FOR Anyone who knows basic programming can use this book to upskill themselves in Golang. This book is also for Engineering students, IT/Software professionals, and existing Go programmers. Architects and Developers working in Cloud, Networking, and DevOps can use this book to learn Go programming and apply the knowledge gained to design and build solutions in their respective domains. TABLE OF CONTENTS 1. Chapter 1 Introduction 2.

Chapter 2 Functions 3. Chapter 3 Control Flows 4. Chapter 4 Arrays 5. Chapter 5 Slices 6. Chapter 6 Maps 7. Chapter 7 Structs 8. Chapter 8 Methods 9. Chapter 9 Interfaces 10. Chapter 10 Pointers 11. Chapter 11 Concurrency 12. Chapter 12 Error Handling Web Development with Go Oct 01 2022 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

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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.

**Go Web Programming** Mar 14 2021

Introducing Go Apr 02 2020 Perfect for beginners familiar with programming basics, this hands-on guide provides an easy introduction to Go, the general-purpose programming language from Google. Author Caleb Doxsey covers the language's core features with step-by-step instructions and

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exercises in each chapter to help you practice what you learn. Go is a general-purpose programming language with a clean syntax and advanced features, including concurrency. This book provides the one-on-one support you need to get started with the language, with short, easily digestible chapters that build on one another. By the time you finish this book, not only will you be able to write real Go programs, you'll be ready to tackle advanced techniques. Jump into Go basics, including data types, variables, and control structures. Learn complex types, such as slices, functions, structs, and interfaces. Explore

Go's core library and learn how to create your own package. Write tests for your code by using the language's go test program. Learn how to run programs concurrently with goroutines and channels. Get suggestions to help you master the craft of programming.

**Hands-On System Programming with Go** Sep 07 2020

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 semaphores. 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

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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. [Go Systems Programming](#) Apr 14 2021 Learning the new system's programming language for all Unix-type systems. About This Book Learn how to write system's level

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code in Golang, similar to Unix/Linux systems code Ramp up in Go quickly Deep dive into Goroutines and Go concurrency to be able to take advantage of Go server-level constructs Who This Book Is For Intermediate Linux and general Unix programmers. Network programmers from beginners to advanced practitioners. C and C++ programmers interested in different approaches to concurrency and Linux systems programming. What You Will Learn Explore the Go language from the standpoint of a developer conversant with Unix, Linux, and so on Understand Goroutines, the lightweight threads used for systems and

concurrent applications Learn how to translate Unix and Linux systems code in C to Golang code How to write fast and lightweight server code Dive into concurrency with Go Write low-level networking code In Detail Go is the new systems programming language for Linux and Unix systems. It is also the language in which some of the most prominent cloud-level systems have been written, such as Docker. Where C programmers used to rule, Go programmers are in demand to write highly optimized systems programming code. Created by some of the original designers of C and Unix, Go expands the systems programmers toolkit

and adds a mature, clear programming language. Traditional system applications become easier to write since pointers are not relevant and garbage collection has taken away the most problematic area for low-level systems code: memory management. This book opens up the world of high-performance Unix system applications to the beginning Go programmer. It does not get stuck on single systems or even system types, but tries to expand the original teachings from Unix system level programming to all types of servers, the cloud, and the web. Style and approach This is the first book to introduce Linux and Unix systems

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programming in Go, a field for which Go has actually been developed in the first place. [Automate the Boring Stuff with Python, 2nd Edition](#) Jun 24 2019 The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could

have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as

tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter

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challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in *Automate the Boring Stuff with Python, 2nd Edition*.

*How To Code in Go* Nov 21 2021

*Web Programming with HTML5, CSS, and JavaScript* Jul 18 2021 Web Programming with HTML5, CSS, and JavaScript is written for the undergraduate, client-side web programming course. It covers the three client-side

technologies (HTML5, CSS, and JavaScript) in depth, with no dependence on server-side technologies.

*Go Programming Cookbook* Jan 30 2020 Tackle the trickiest of problems in Go programming with this practical guide Key Features Develop applications for different domains using modern programming techniques Tackle common problems when it comes to parallelism, concurrency, and reactive programming in Go Work with ready-to-execute code based on the latest version of Go Book 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

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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 uses

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.

*Building RESTful Web services with Go*

Oct 09 2020

Explore the necessary concepts of REST API development by building few real world services from scratch.

About This Book

Follow best practices and explore techniques such as clustering and caching to achieve a reactive, scalable web service

Leverage the Gin Framework to quickly

implement RESTful endpoints

Learn to implement a client library for a RESTful web service using Go

Who This Book Is For

This book is intended for those who want to learn to build RESTful web services with a framework like Gin. To make best use of the code samples included in the book, you should have a basic knowledge of Go programming.

What You Will Learn

Create HTTP handler and introspect the Gorilla Mux router

OAuth 2 implementation with Go

Build RESTful API with Gin Framework

Create REST API with MongoDB and Go

Build a working client library and unit test for REST API

Debug, test, and profile RESTful APIs with

each of the frameworks  
Optimize and scale REST API using microservices In Detail  
REST is an architectural style that tackles the challenges of building scalable web services and in today's connected world, APIs have taken a central role on the web. APIs provide the fabric through which systems interact, and REST has become synonymous with APIs. The depth, breadth, and ease of use of Go, makes it a breeze for developers to work with it to build robust Web APIs. This book takes you through the design of RESTful web services and leverages a framework like Gin to implement these services. The book starts with a brief introduction to REST API

development and how it transformed the modern web. You will learn how to handle routing and authentication of web services along with working with middleware for internal service. The book explains how to use Go frameworks to build RESTful web services and work with MongoDB to create REST API. You will learn how to integrate Postgres SQL and JSON with a Go web service and build a client library in Go for consuming REST API. You will learn how to scale APIs using the microservice architecture and deploy the REST APIs using Nginx as a proxy server. Finally you will learn how to metricize a REST API using an

API Gateway. By the end of the book you will be proficient in building RESTful APIs in Go. Style and Approach This book is a step-by-step, hands-on guide to designing and building RESTful web services.

**Network Programming with Go** May 16 2021 Network Programming with Go teaches you how to write clean, secure network software with the programming language designed to make it seem easy. Go combines the best parts of many other programming languages. It's fast, scalable, and designed for high-performance networking and multiprocessing—in other words, it's perfect for network programming. Network

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Programming with Go is for developers ready to start leveraging Go's ease of use for writing secure, readable, production-ready network code. Early chapters establish a foundation of networking and traffic-routing know-how upon which the rest of the book builds. You'll put that knowledge to use as author Adam Woodbeck guides you through writing programs that communicate using TCP, UDP, Unix sockets, and other features that ensure reliable data transmission. As you progress, you'll explore higher-level network protocols like HTTP and HTTP/2, then build applications that securely interact with servers, clients,

and APIs over a network using TLS. In addition, Woodbeck shows you how to create a simple messaging protocol, develop tools for monitoring network traffic, craft a custom web server, and implement best practices for interacting with cloud providers using their SDKs. Along the way, you'll learn:

- IP basics for writing effective network programs, such as IPv4 and IPv6 multicasting, ports, and network address translation
- How to use handlers, middleware, and multiplexers to build capable HTTP-based applications with minimal code
- The OSI and TCP/IP models for layered data architectures
- Methods for reading data

from/writing data to a network connection, like the type-length-value encoding scheme

- Tools for incorporating authentication and encryption into your applications using TLS, like mutual authentication
- How to serialize data for storage or transmission in Go-friendly formats like JSON, Gob, XML, and protocol buffers
- How to Leverage Go's code generation support to efficiently communicate with gRPC-based network services

So get ready to take advantage of Go's built-in concurrency, rapid compiling, and rich standard library. Because when it comes to writing robust network programs, it's Go time.

**Learning Web Design Jul 26**

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2019 Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet

thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line,

Git, and other tools in the modern web developer's toolkit NEW! Get to know the superpowers of SVG graphics **Go Programming Blueprints** Dec 23 2021 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.

**Learning Go** Jun 04 2020 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 [Go Programming Language For](#)

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Dummies Jul 30 2022 Ready, set, program with Go! Now is the perfect time to learn the Go Programming Language. It's one of the most in-demand languages among tech recruiters and developers love its simplicity and power. Go Programming Language For Dummies is an easy way to add this top job skill to your toolkit. Written for novice and experienced coders alike, this book traverses basic syntax, writing functions, organizing data, building packages, and interfacing with APIs. Go—or GoLang, as it's also known—has proven to be a strong choice for developers creating applications for the cloud-based world we live in.

This book will put you on the path to using the language that's created some of today's leading web applications, so you can steer your career where you want to Go! Learn how Go works and start writing programs and modules Install and implement the most powerful third-party Go packages Use Go in conjunction with web services and MySQL databases Keep your codebase organized and use Go to structure data With this book, you can join the growing numbers of developers using Go to create 21st century solutions. Step inside to take start writing code that puts data in users' hands.  
Go: Building Web Applications

Nov 09 2020 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

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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

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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.

### **Learning Go Programming**

Jan 24 2022 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 Web Application

**Head First Go** Nov 29 2019 What will you learn from this book? Go makes it easy to build software that's simple, reliable, and efficient. And this book makes it easy for programmers like you to get started. Googledesigned Go for high-performance networking and multiprocessing, but—like Python and JavaScript—the language is easy to read and use. With this practical hands-on guide, you'll learn how to write Go code using clear examples that demonstrate the language in action. Best of all, you'll understand the conventions and techniques that employers want entry-level Godevelopers to know. Why does this book

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look so different? Based on the latest research in cognitive science and learning theory, HeadFirst Go uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

**The Rust Programming Language (Covers Rust 2018)** Dec 31 2019 The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is

the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types,

and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete

projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

*Network Programming with Go* Mar 26 2022 Dive into key topics in network architecture and Go, such as data serialization, application level protocols, character sets and encodings. This book covers network architecture and gives an overview of the Go language as a primer, covering the latest Go release. Beyond the fundamentals, Network

Programming with Go covers key networking and security issues such as HTTP and HTTPS, templates, remote procedure call (RPC), web sockets including HTML5 web sockets, and more.

Additionally, author Jan Newmarch guides you in building and connecting to a complete web server based on Go. This book can serve as both as an essential learning guide and reference on Go networking. What You Will Learn Master network programming with Go Carry out data serialization Use application-level protocols Manage character sets and encodings Deal with HTTP(S) Build a complete Go-based web

server Work with RPC, web sockets, and more Who This Book Is For Experienced Go programmers and other programmers with some experience with the Go language.

*Go in Action* Apr 26 2022 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

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includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Application 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 enterprises—companies that rely on high-performing services in their infrastructure.

About the Book Go 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 Inside Language specification and implementation Go's type system Internals of Go's data structures Testing and benchmarking About the

Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William 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 Contents Introducing Go Go quick-start Packaging and tooling Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking *Go in Practice* Oct 21 2021 Summary Go in Practice guides

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you through 70 real-world techniques in key areas like package management, microservice communication, and more. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go may be the perfect systems language. Built with simplicity, concurrency, and modern applications in mind, Go provides the core tool

set for rapidly building web, cloud, and systems applications. If you know a language like Java or C#, it's easy to get started with Go; the trick is finding the practical dirt-under-the-fingernails techniques that you need to build production-ready code. About the Book Go in Practice guides you through dozens of real-world techniques in key areas. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. You'll learn techniques for building

web services, using Go in the cloud, testing and debugging, routing, network applications, and much more. After finishing this book, you will be ready to build sophisticated cloud-native Go applications. What's Inside Dozens of specific, practical Golang techniques Using Go for devops and cloudops Writing RESTful web services and microservices Practical web dev techniques About the Reader Written for experienced developers who have already started exploring Go and want to use it effectively in a production setting. About the Authors Matt Farina is a software architect at Deis. Matt Butcher is a Principal Engineer in the Advanced Technology

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Group at Hewlett Packard Enterprise. They are both authors, speakers, and regular open source contributors. Table of Contents PART 1 - BACKGROUND AND FUNDAMENTALS Getting into Go A solid foundation Concurrency in Go PART 2 - WELL-ROUNDED APPLICATIONS Handling errors and panic Debugging and testing PART 3 - AN INTERFACE FOR YOUR APPLICATIONS HTML and email template patterns Serving and receiving assets and forms Working with web services PART 4 - TAKING YOUR APPLICATIONS TO THE CLOUD Using the cloud Communication between cloud

services Reflection and code generation  
The Go Programming Language Jun 28 2022 The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web

clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They

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explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One

covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and

installed using the go get command.

## **Dynamic Web Programming and HTML5**

Aug 26 2019 With organizations and individuals increasingly dependent on the Web, the need for competent, well-trained Web developers and maintainers is growing. Helping readers master Web development, Dynamic Web Programming and HTML5 covers specific Web programming languages, APIs, and coding techniques and provides an in-depth understanding of the underlying concepts, theory, and principles. The author leads readers through page structuring, page layout/styling, user input

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processing, dynamic user interfaces, database-driven websites, and mobile website development. After an overview of the Web and Internet, the book focuses on the new HTML5 and its associated open Web platform standards. It covers the HTML5 markup language and DOM, new elements for structuring Web documents and forms, CSS3, and important JavaScript APIs associated with HTML5. Moving on to dynamic page generation and server-side programming with PHP, the text discusses page templates, form processing, session control, user login, database access, and server-side HTTP requests. It also explores more

advanced topics such as XML and PHP/MySQL. Suitable for a one- or two-semester course at the advanced undergraduate or beginning graduate level, this comprehensive and up-to-date guide helps readers learn modern Web technologies and their practical applications. Numerous examples illustrate how the programming techniques and other elements work together to achieve practical goals. Online Resource Encouraging hands-on practice, the book's companion website at <http://dwp.sofpower.com> helps readers gain experience with the technologies and techniques involved in building good sites. Maintained by the

author, the site offers: Live examples organized by chapter and cross-referenced in the text Programs from the text bundled in a downloadable code package Searchable index and appendices Ample resource listings and information updates  
**Go Web Development Cookbook** Aug 31 2022 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

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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 Web 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. **Pro Go** Mar 02 2020 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  
*Deep Learning for Coders with fastai and PyTorch* Oct 28 2019 Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with

Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn

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the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

## **Learning Go Programming**

Dec 11 2020 An insightful guide to learning the Go programming language About This Book Insightful coverage of Go programming syntax, constructs, and idioms to help you understand Go code

effectively Push your Go skills, with topics such as, data types, channels, concurrency, object-oriented Go, testing, and network programming Each chapter provides working code samples that are designed to help reader quickly understand respective topic Who This Book Is For If you have prior exposure to programming and are interested in learning the Go programming language, this book is designed for you. It will quickly run you through the basics of programming to let you exploit a number of features offered by Go programming language. 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 to quickly get started with Go Gain practical insight into the use of Go's type system including basic and composite types such as maps, slices, and structs. Use interface types and techniques such as embedding to create idiomatic object-oriented programs in Go. Develop effective functions that are encapsulated in well-organized package structures with support for error handling and panic recovery. Implement goroutine, channels, and other concurrency primitives to write highly-concurrent and safe Go

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code Write tested and benchmarked code using Go's built test tools Access OS resources by calling C libraries and interact with program environment at runtime 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 let programmers write correct and predictable code using concurrency idioms and a full-featured standard library. This is a step-by-step, practical guide full of real world examples to help you get started with Go in no time at all. We start off by

understanding the fundamentals of Go, followed by a detailed description of the Go data types, program structures and Maps. After this, you learn how to use Go concurrency idioms to avoid pitfalls and create programs that are exact in expected behavior. Next, you will be familiarized with the tools and libraries that are available in Go for writing and exercising tests, benchmarking, and code coverage. Finally, 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. All the concepts are explained in a crisp and concise manner and by the end

of this book; you would be able to create highly efficient programs that you can deploy over cloud. Style and approach The book is written to serve as a reader-friendly step-by-step guide to learning the Go programming language. Each topic is sequentially introduced to build on previous materials covered. Every concept is introduced with easy-to-follow code examples that focus on maximizing the understanding of the topic at hand. *Programming in Go* May 28 2022 A valuable programming reference provides a complete introduction to the Go programming language, covering all of Go's clean and easy to understand syntax and

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its built-in arrays, maps, slices and Unicode strings. Original. *Go Web Programming* Nov 02 2022 Summary Go Web Programming teaches you how to build scalable, high-performance web applications in Go using modern design principles. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Go language handles the demands of scalable, high-performance web applications by providing clean and fast compiled code, garbage collection, a simple concurrency model, and a fantastic standard library. It's perfect for writing

microservices or building scalable, maintainable systems. About the Book *Go Web Programming* teaches you how to build web applications in Go using modern design principles. You'll learn how to implement the dependency injection design pattern for writing test doubles, use concurrency in web applications, and create and consume JSON and XML in web services. Along the way, you'll discover how to minimize your dependence on external frameworks, and you'll pick up valuable productivity techniques for testing and deploying your applications. What's Inside Basics Testing and benchmarking Using

concurrency Deploying to standalone servers, PaaS, and Docker Dozens of tips, tricks, and techniques About the Reader This book assumes you're familiar with Go language basics and the general concepts of web development. About the Author Sau Sheong Chang is Managing Director of Digital Technology at Singapore Power and an active contributor to the Ruby and Go communities. Table of Contents PART 1 GO AND WEB APPLICATIONS Go and web applications Go ChitChat PART 2 BASIC WEB APPLICATIONS Handling requests Processing requests Displaying content Storing data PART 3 BEING REAL Go web

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services Testing your application Leveraging Go concurrency Deploying Go *Concurrency in Go* Jan 12 2021 Concurrency can be notoriously difficult to get right, but fortunately, the Go open source programming language makes working with concurrency tractable and even easy. If you're a developer familiar with Go, this practical book demonstrates best practices and patterns to help you incorporate concurrency into your systems. Author Katherine Cox-Buday takes you step-by-step through the process. You'll understand how Go chooses to model concurrency, what

issues arise from this model, and how you can compose primitives within this model to solve problems. Learn the skills and tooling you need to confidently write and implement concurrent systems of any size. Understand how Go addresses fundamental problems that make concurrency difficult to do correctly Learn the key differences between concurrency and parallelism Dig into the syntax of Go's memory synchronization primitives Form patterns with these primitives to write maintainable concurrent code Compose patterns into a series of practices that enable you to

write large, distributed systems that scale Learn the sophistication behind goroutines and how Go's runtime stitches everything together

*An Introduction to Programming in Go* Aug 19 2021 This book is a short, concise introduction to computer programming using the language Go. Designed by Google, Go is a general purpose programming language with modern features, clean syntax and a robust well-documented common library, making it an ideal language to learn as your first programming language.

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