

Go Standard Library Cookbook Over 120 Specific Ways To Make Full Use Of The Standard Library Components In Golang

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 its built-in arrays, maps, slices and Unicode strings. Original.

Reproduction of the original: Addresses by
Henry Drummond

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

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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 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

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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.

THE AMERICAN EDITION Satan is being outsourced. According to the Powers That Be, Hell isn't hellish enough, and Satan is given seven days to figure out how to bring back the fire and brimstone days of Hell's fury. The Devil takes on human form-a ramshackle, disease ridden body-and sets out on a road trip exploring new and novel miseries of the human condition to save his job. From L.A. to Miami, Satan, accompanied by Eustice Seeney, the only man who managed to escape Hell twice (and live to never shut up about it), some bent doctors, an average medium femme fatale with a Tarot tattoo, and an angelic escort service hit the road. Satan manages to finagle his way into one mess of life's affairs after another culminating in an explosive finale revealing who or what puts the lighting in our dreams, and begs the question of who would rid the world of the Devil they know?

Creating Applications for the 21st Century
Hands-On Serverless Applications with Go

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Programming with C++20

The Red Brick House

Back to Venice

Over 120 specific ways to make full use of the standard library components in Golang

Implement solutions by leveraging the power of the GO standard library and reducing dependency on external crates

Key Features Develop high quality, fast and portable applications by leveraging the power of Go Standard Library. Practical recipes that will help you work with the standard library algorithms to boost your productivity as a Go developer. Compose your own algorithms without forfeiting the simplicity and elegance of the Standard Library.

Book Description

Google's Golang will be the next talk of the town, with amazing features and a powerful library. This book will gear you up for using golang by taking you through recipes that will teach you how to leverage the standard library to implement a particular solution. This will enable Go developers to take advantage of using a rock-solid standard library instead of third-party frameworks. The book begins by exploring the functionalities available for interaction between the environment and the operating system. We will explore common string operations, date/time manipulations, and numerical problems. We'll then move on to working with the database, accessing the filesystem, and performing I/O operations. From a networking perspective, we will touch on client and server-side solutions. The basics of concurrency are also covered, before we wrap up with a few tips and tricks. By the end of the book, you will have a good overview of the features of the Golang standard library and what you

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can achieve with them. Ultimately, you will be proficient in implementing solutions with powerful standard libraries. What you will learn Access environmental variables Execute and work with child processes Manipulate strings by performing operations such as search, concatenate, and so on Parse and format the output of date/time information Operate on complex numbers and effective conversions between different number formats and bases Work with standard input and output Handle filesystem operations and file permissions Create TCP and HTTP servers, and access those servers with a client Utilize synchronization primitives Test your code Who this book is for This book is for Go developers who would like to explore the power of Golang and learn how to use the Go standard library for various functionalities. The book assumes basic Go programming knowledge.

Enjoy 20 limited-detail illustrations, designed for those who would rather keep it simple. Each page was hand-drawn and edited by K J Kraemer, with you in mind. If you don't want to spend days on a project or just want room to get creative, this adult coloring book is for you!

Go Standard Library Cookbook

Have you ever wondered what Santa Claus does for fun in his spare time? Now you can find out with Santa's Hobbies. This book also includes a mini game where the reader can find hidden stars on each page. This picture book is for children ages 2-5.

Echoes in the Storm

Charlie and the Whale

Rust Standard Library Cookbook

Pro Go

Go Programming Cookbook

Long Term Food Storage Techniques for Rich and Poor

Two stolen Pakistani nuclear bombs, a conspiracy to manipulate the global market in rare earths and a plot to assassinate the President of the United States. It's going to be a busy week for Ali Monpour, special investigator for the National Security Advisor. Rare Earths is a fast-paced political thriller ripped from today's headlines! Action and intrigue intertwine from the deserts of Balochistan to the halls of power in Washington, D.C.

Brooklyn To Mars about starting where you are and going someplace extraordinary. It's about doing what you love and making incredible things happen. Originally started as a limited edition magazine for artists, entrepreneurs and lone wolves, this compilation contains Brooklyn To Mars issue 1-5. Including: Issue One: Getting Started Issue Two: Minimalism Issue Three: Will Power Issue Four: Karoshi Issue Five: Self-Talk The works have been revised and improved. Now for the first time, all previously out-of-print issues are available in one convenient book. Featuring brand new content and an introduction from the author. Brooklyn To Mars praise: "I read it cover to cover and loved every piece." -Steven Pressfield (author of The War of Art) "Markus Almond is one of my favorite online writers. He produces consistently great content." -Joshua Fields Millburn (Best-selling author. TheMinimalists.com) " Brooklyn To Mars] zine went straight to my heart." -Danielle La Porte (Best-selling author) "Really beautiful

and special." -Bianca Barragan (The Last Bookstore, LA) "It's Great " -Gerard Way (Lead vocalist and co-founder of My Chemical Romance) "Brooklyn To Mars - Issue Four is one of the best reads about life and success that I have read in a long time. You should all go to brooklyntomars.com and order this issue." -Rob Dyrdek (MTV star)

Bridge the gap between basic understanding of Go and use of its advanced features About This Book Discover a number of recipes and approaches to develop modern back-end applications Put to use the best practices to combine the recipes for sophisticated parallel tools This book is based on Go 1.8, which is the latest version Who This Book Is For This book is for web developers, programmers, and enterprise developers. Basic knowledge of the Go language is assumed. Experience with back-end application development is not necessary, but may help understand the motivation behind some of the recipes. What You Will Learn Test your application using advanced testing methodologies Develop an awareness of application structures, interface design, and tooling Create strategies for third-party packages, dependencies, and vendoring Get to know tricks on treating data such as collections Handle errors and cleanly pass them along to calling functions Wrap dependencies in interfaces for ease of portability and testing Explore reactive programming design patterns in Go In Detail Go (a.k.a. Golang) is a statically-typed programming language first developed at

Google. It is derived from C with additional features such as garbage collection, type safety, dynamic-typing capabilities, additional built-in types, and a large standard library. This book takes off where basic tutorials on the language leave off. You can immediately put into practice some of the more advanced concepts and libraries offered by the language while avoiding some of the common mistakes for new Go developers. The book covers basic type and error handling. It explores applications that interact with users, such as websites, command-line tools, or via the file system. It demonstrates how to handle advanced topics such as parallelism, distributed systems, and performance tuning. Lastly, it finishes with reactive and serverless programming in Go. Style and approach This guide is a handy reference for developers to quickly look up Go development patterns. It is a companion to other resources and a reference that will be useful long after reading it through the first time. Each recipe includes working, simple, and tested code that can be used as a reference or foundation for your own applications.

Imagine what it would be like to go back in time to the 15th century Venice. And imagine what it would be like to meet your lifelong hero, Michelangelo. And imagine what it would be like if, on first meeting, you spill a tray of pasta and wine on that very same hero. Well, that's what happens to serious young artist Mark Breen. As the result of a drunken bet, Mark

knocks out a painting of a toilet bowl. Much to his amazement, he sells it. In short order he's hailed as the new Andy Warhol and becomes an overnight sensation-and a very wealthy man. Soon, images of his toilet bowls are on more t-shirts, mugs, and calendars than Edvard Munch's The Scream. His friend and mentor, Hugh Connelly, afraid that Mark is in danger of losing his "artistic soul," advises him to go back to Italy and reacquaint himself with the "old masters." In Venice, Mark falls in love with Alexandra, a beautiful art restorer, but it's a one-sided affair. One night, hoping to win her over, he climbs up on a roof to find out who painted her favorite fresco. He falls off the roof and wakes up in 15th century Venice where he meets an innkeeper named Francesca, who looks exactly like Alexandra. And it gets curiouser and curiouser from there. During his stay-which is sometimes zany and sometimes frightening-he meet his hero, Michelangelo, who teaches him the true meaning of art.

Code Secure and Reliable Network Services from Scratch

The Land of Tomorrow

An Introduction to Programming in Go

Hippies

Brooklyn to Mars

Hidden Harvest

Small print edition 5x8Starkishia: Estrella is a story about a little girl who grew up too fast to feel the grass wear thin under the soles of her shoes. Abuse thickened her skin, yet her nightmares were as dark as they were real.

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The library became her sanctuary where stories took her to another place and time. But, in reality there was nothing imaginary about the bruises under her clothing as she advanced from one classroom to another during middle school, or nothing fictitious about being molested by the maggot hands of a despicable relative. Her plight was hidden in a small town in Georgia, just as her physical abuse was disregarded by the school's social worker. This colored child was brought into this world by her 14 year old mother who was ruthlessly dominated by her husband. Starkishia loved her mother above all else; her step-father who provided shelter for them witnessed her birth and helped raise her. She consumed pieces of joy, but sometimes she received broken reprisals and ended up walking down the dark road alone; yet in some fortunate way humanity was always within reach. After her parents split up, Starkishia and her family ended up in Texas. Single parenthood changed their family structure forevermore. Starkishia became a wage earner at age 13; she also became homeless the following year. She was, for years, engulfed by her impoverished and dysfunctional environment. She married a native of Mexico a few days after her 15th birthday. He nicknamed her 'Estrella' a Spanish term which means 'Star.' It goes without saying that Starkishia was born in the land of opportunity, but it was not exactly within her reach. Yes, she was her grandmother's star, but she was a statistic of minimal proportions as far as small town and suburbia America was concerned. Shortly after marriage, she became a mother. Afterward the life of this teen went downhill at lightning speed. Many readers will identify

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with her; for, she walked away from her husband broken hearted; then, she fell in love with another man, and as new babies arrived, she took her limited funds and focused on the lives of those under her roof; in time, her parental absence to her oldest two children turned flat out into abandonment. Have mercy! Starkishia was a lost teen, but through grace she eventually became a productive woman in American society. Meredith Etc., a small press, proudly introduces readers to Starkishia: Estrella, a story about the perils of teen parenthood, economic dispossession, and the charity of new beginnings. Meredith Coleman McGee,

Publisher/Acquisition Editor Meredith Etc., a small press Jackson, Mississippi, USA www.meredithetc.com

The Clojure standard library is a treasure trove of functions and macros that have been battle-tested over the years to solve the most challenging programming problems. Clojure: The Essential Reference is an extensive reference to the standard library but it doesn't read as a dull list of functions. In addition to providing clear explanations for each topic, this guide is full of real-world examples, links, and background information.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Kent State University, Ohio, 1969. Senior Matt Kubik is having a groovy time sharing an off-campus duplex with three quirky guys and four far-out hippie chicks. His only goal is to find true love and romance -- until the anti-Vietnam war protests spin out of control.

One week is all we were supposed to share. One week as strangers. All the things you did differently irked me. I

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thought it meant we couldn't get along, that there was no chance we'd work out. But when it came time for me to leave, you know what I figured out? You were my echo. My call back. And damn it if I didn't find home in the end.

Network Programming with Go Starkishia

Over 100 recipes to fully leverage the features of the standard library in Python

Go Cookbook

Wakeupnigga

An Anthology of Voices from the Rio Grande Valley

Understand the principles of software architecture with coverage on SOA, distributed and messaging systems, and database modeling Key FeaturesGain knowledge of architectural approaches on SOA and microservices for architectural decisionsExplore different architectural patterns for building distributed applicationsMigrate applications written in Java or Python to the Go languageBook Description Building software requires careful planning and architectural considerations; Golang was developed with a fresh perspective on building next-generation applications on the cloud with distributed and concurrent computing concerns. Hands-On Software Architecture with Golang starts with a brief introduction to architectural elements, Go, and a case study to demonstrate

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architectural principles. You'll then move on to look at code-level aspects such as modularity, class design, and constructs specific to Golang and implementation of design patterns. As you make your way through the chapters, you'll explore the core objectives of architecture such as effectively managing complexity, scalability, and reliability of software systems. You'll also work through creating distributed systems and their communication before moving on to modeling and scaling of data. In the concluding chapters, you'll learn to deploy architectures and plan the migration of applications from other languages. By the end of this book, you will have gained insight into various design and architectural patterns, which will enable you to create robust, scalable architecture using Golang. What you will learn

Understand architectural paradigms and deep dive into MicroservicesDesign parallelism/concurrency patterns and learn object-oriented design patterns in GoExplore API-driven systems architecture with introduction to REST and GraphQL standardsBuild event-driven architectures and make your architectures anti-fragileEngineer scalability and learn how to migrate to Go from other languagesGet

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to grips with deployment considerations with CI/CD pipeline, cloud deployments, and so on Build an end-to-end e-commerce (travel) application backend in Go Who this book is for Hands-On Software Architecture with Golang is for software developers, architects, and CTOs looking to use Go in their software architecture to build enterprise-grade applications. Programming knowledge of Golang is assumed.

What does every mile mean to you? When you hit the trails, the road, the track or the treadmill, what does each mile mean? A group of runners and walkers from around the world share their stories as they let us know what every mile matters means to them. Get ready to be inspired.

Explore the Rust Standard library and compose algorithms with minimal dependency on external libraries Key Features Develop high-quality, fast, and portable applications by leveraging the power of Rust's Standard library. Practical recipes that will help you work with the Standard library to boost your productivity as a Rust developer. Learn about most relevant external crates to be used along with the Standard library. Book Description Mozilla's Rust is gaining much attention with amazing features and a powerful library. This book will take you through

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varied recipes to teach you how to leverage the Standard library to implement efficient solutions. The book begins with a brief look at the basic modules of the Standard library and collections. From here, the recipes will cover packages that support file/directory handling and interaction through parsing. You will learn about packages related to advanced data structures, error handling, and networking. You will also learn to work with futures and experimental nightly features. The book also covers the most relevant external crates in Rust. By the end of the book, you will be proficient at using the Rust Standard library. What you will learn How to use the basic modules of the library: strings, command line access, and more. Implement collections and folding of collections using vectors, Deque, linked lists, and more. Handle various file types , compressing and decompressing data. Search for files with glob patterns. Implement parsing through various formats such as CSV, TOML, and JSON. Utilize drop trait , the Rust version of destructor. Resource locking with Bilocks. Who this book is for This book is for developers who would like to explore the power of Rust and learn to use the STL for various functionalities. A

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basic Rust programming knowledge is assumed.

These unique voices combine in a harmony of Mexican and American, of magical and ordinary, of tragedy and triumph. From established writers to emerging talents, the contributors to this volume represent the depth and beauty of a community that is just beginning to make itself heard.

The collection features the short story "The Time About the Dog" by Álvaro Rodríguez, co-screenwriter of the recent film *Machete*. Other contributors: Angélica Maldonado, Yaresy Salinas, María Ramírez, Daniel Tyx, Mónica G. Hernández, Félix Omar Vela, Evangelina Ayon, Lois Marie Garza, Charlene Bowles, Robert Brown, Cindy Jáimez, Virgilio B. Valencia, Alfredo Ortiz, Javier David González, Matthew Madrigal, Olga Lidia Cervantes, Richard D. Givens, Verónica Sandoval, Edwin de Kock, Gwenda J. González, Jonathan Corey Mangan, Kristin Michelle Keith, María Piedra, Ludivina V. Vásquez, María de la Luz Quiroga, Clarrissia Nerio, Nina Medrano, Rosalia Arriaga, Anna Lilia Castillo, Gloria M. Alvarado, and Edwin Sandoval.

Boost and optimize the performance of your Golang applications at scale with resilience

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Santa's Hobbies

Concepts, Coroutines, Ranges, and more
You've Got Time

Murder at Mar a Lago

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 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
-

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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.

Programming with C++20 teaches programmers with C++ experience the new features of C++20 and how to apply them. It does so by assuming C++11 knowledge. Elements of the standards between C++11 and C++20 will be briefly introduced, if necessary. However, the focus is on teaching the features of C++20. You will start with learning about the so-called big four Concepts, Coroutines, `std::ranges`, and modules. The big four are followed by smaller yet not less important features. You will learn about `std::format`, the new way to format a string in C++. In chapter 6, you will learn about a new operator, the so-called spaceship operator, which makes you write less code. You then will look at various improvements of the language, ensuring more consistency and reducing surprises. You will learn how

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lambdas improved in C++20 and what new elements you can now pass as non-type template parameters. Your next stop is the improvements to the STL. Of course, you will not end this book without learning about what happened in the constexpr-world.

"Shares the story of Leonard the Lion--admired by all other animals as King of the Jungle--who wears a red cape and uses his power and status to make a positive impact on those around him. The fun, colorful book is sprinkled with magic and mystery"--

Learn to build, secure, deploy, and manage your serverless application in Golang with AWS Lambda Key Features Implement AWS lambda to build scalable and cost-efficient applications in Go Design and set the data flow between cloud services and custom business logic Learn to design Lambda functions using real-world examples and implementation scenarios Book

Description Serverless architecture is popular in the tech community due to AWS Lambda. Go is simple to learn, straightforward to work with, and easy to read for other developers; and now it's been heralded as a supported language for AWS Lambda. This book is your optimal guide to designing a Go serverless application and deploying it to Lambda. This book starts with a quick introduction to the world of serverless architecture and its benefits, and then delves into AWS Lambda using practical examples. You'll then learn how to design and build a production-ready application in Go using AWS serverless services with zero upfront infrastructure investment. The book will help you learn how to scale up serverless applications and handle distributed serverless

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systems in production. You will also learn how to log and test your application. Along the way, you'll also discover how to set up a CI/CD pipeline to automate the deployment process of your Lambda functions.

Moreover, you'll learn how to troubleshoot and monitor your apps in near real-time with services such as AWS CloudWatch and X-ray. This book will also teach you how to secure the access with AWS Cognito. By the end of this book, you will have mastered designing, building, and deploying a Go serverless application. What you will learn Understand how AWS Lambda works and use it to create an application Understand how to scale up serverless applications Design a cost-effective serverless application in AWS Build a highly scalable and fault-tolerant CI/CD pipeline Understand how to troubleshoot and monitor serverless apps in AWS Discover the working of APIs and single page applications Build a production-ready serverless application in Go Who this book is for This book is for Go developers who would like to learn about serverless architecture. Go programming knowledge is assumed. DevOps and Solution Architects who are interested in building serverless applications in Go can also choose this book.

Along the River

Addresses

Me and Mr. Mephistopheles

Build real-world, production-ready applications with AWS Lambda

The Complete Guide to Programming Reliable and Efficient Software Using Golang

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Programming in Go

How many dinosaurs can your child name? Not that it's going to be graded or anything but such knowledge can contribute to your child's self-confidence. In the same way, this coloring book can improve self-esteem because it provides immediate satisfaction. There are other benefits to coloring. Discover all of them by making coloring a habit!

A little bit of this, a little bit of that. Shit, Niggas need to know! 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 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

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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.

Explore various dependency injection methods in Go such as monkey patching, constructor injection, and method injection Key Features Learn to evaluate Code UX and make it better Explore SOLID principles and understand how they relate to dependency injection Use Google's wire framework to simplify dependence management Book Description Hands-On Dependency Injection in Go takes you on a journey, teaching you about refactoring existing code to adopt dependency injection (DI) using various methods available in Go. Of the six methods introduced in this book, some are conventional, such as constructor or method injection, and some unconventional, such as just-in-time or config injection. Each method is explained in detail, focusing on their strengths and weaknesses, and is followed with a step-by-step example of how to apply it. With plenty of examples, you will learn how to leverage DI to transform code into something simple and flexible. You will also discover how to generate and leverage the dependency graph to spot and eliminate issues. Throughout the book, you will learn to leverage DI in combination with test stubs and mocks to test otherwise tricky or impossible scenarios. Hands-On Dependency Injection in Go takes a pragmatic approach and focuses heavily on the code, user experience, and how to achieve long-term benefits through incremental changes. By the end of this book, you will have produced clean code that's easy to test. What you will learn Understand the benefits of DI Explore SOLID design principles and how they relate to Go Analyze various dependency injection patterns available in Go Leverage DI to produce high-quality, loosely coupled Go code Refactor existing Go code to adopt

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Discover tools to improve your code's testability and test coverage
Generate and interpret Go dependency graphs
Who this book is for
Hands-On Dependency Injection in Go is for programmers with a few years experience in any language and a basic understanding of Go. If you wish to produce clean, loosely coupled code that is inherently easier to test, this book is for you.
Volume One

Hands-On High Performance with Go
The Go Programming Language
It's Good to Be Kind

A-Z Dinosaurs Coloring Book

Over 75 recipes to leverage the power of Rust

Within a month of buying a Palm Beach condo, Audrey and Nate Stevens meet the eccentric millionaire Vincent Xaveir Houten. Their friendship lasts fifteen years but is brought to an abrupt halt when Vincent is murdered by a point-blank gunshot to the head. Being the last to see the victim alive always makes you the first suspect. That's the case for the Stevens until they convince police they'd never commit such a gruesome act. Once they're cleared, their relationship with Vincent turns them into trusted advisors as a Palm Beach detective searches frantically for a lead. The investigation heads to Kansas City, Missouri, where Nate organizes funeral services for Vincent. Motives of greed and jealousy emerge as suspects visit the funeral, and a Kansas City detective joins the search for clues. Finding the suspects, though, is the easy part. There's more to the story, and that's what keeps the Stevens

scratching their heads. If this is a murder of opportunity, who has the most to gain?

"Where are we? Kady asked, as they turned to look at the entire room. They saw the kitchen had a wood-burning stove, no sink faucet, and no refrigerator." "I don't know, Allie said, "but look out this window, across the yard and the garden. Isn't that the cotton patch where Nanna said she had to cross the narrow dirt road to help pick cotton?" The sisters, Allie, Kady, Lindey, and their cousin, Taylor, have been transported into their great grandmother's world when she is five and then again when she is seven. During their second visit, Taylor's little brother, Lance, shows up, surprising everyone, except Minnie, who has expected him and is so pleased he has come with them. This fictional story is based on contemporary children, who are real, and the historical, real-life happenings of the Tucker family in the 1920's told by Jewel Tucker Phillips.

For ages 3 to 5 years. With the city blanketed in a deep snow, Ryan's dad is worried about how he will get to work. However, four year old, Ryan, knows just what to do. With the help of his snow blower, snowplow, dump truck, front loader, and a train, he clears the streets so that his dad can safely get to work.

Proven methodologies and concurrency techniques that will help you write faster and better code with Go programming Key FeaturesExplore Go's profiling

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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*

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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.

Go Standard Library Cookbook

Hands-On Dependency Injection in Go

Over 85 recipes to build modular, readable, and testable Golang applications across various domains, 2nd Edition

Hands-On Software Architecture with Golang

Rare Earths

Every Mile Matters

What thoughts crossed your mother's mind the first time she saw you? What dreams did your father hold in his heart? Told from the perspective of a baby in utero whose parents are seeing the ultrasound picture for the first time. A colorful and inspiring way to instill the message that we are each

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wonderfully treasured and made. *Fun Fact:* In early spring 2013, while putting socks on her newest daughter's feet, the author Ruth spoke out loud, "Look at those toes, where will they go?" In a moment of sheer inspiration, she grabbed her eldest daughter's Tinkerbell notebook, and between folding laundry and scrambling eggs, wrote the manuscript for this book.

Build optimized applications in Python by smartly implementing the standard library Key Features Strategic recipes for effective application development in Python Techniques to create GUIs and implement security through cryptography Best practices for developing readily scalable, production-ready applications Book Description The Python 3 Standard Library is a vast array of modules that you can use for developing various kinds of applications. It contains an exhaustive list of libraries, and this book will help you choose the best one to address specific programming problems in Python. The Modern Python Standard Library Cookbook begins with recipes on containers and data structures and guides you in performing effective text management in Python. You will find Python recipes for command-line operations, networking, filesystems and directories, and concurrent execution. You will learn about Python security essentials in Python and get to grips with various development tools for debugging, benchmarking, inspection, error reporting, and tracing. The book includes

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recipes to help you create graphical user interfaces for your application. You will learn to work with multimedia components and perform mathematical operations on date and time. The recipes will also show you how to deploy different searching and sorting algorithms on your data. By the end of the book, you will have acquired the skills needed to write clean code in Python and develop applications that meet your needs. What you will learn Store multiple values per key in associative containers Create interactive character-based user interfaces Work with native time and display data for your time zone Read/write SGML family languages, both as a SAX and DOM parser to meet file sizes and other requirements Group equivalent items using itertools and sorted features together Use partials to create unary functions out of multi-argument functions Implement hashing algorithms to store passwords in a safe way Who this book is for If you are a developer who wants to write highly responsive, manageable, scalable, and resilient code in Python, this book is for you. Prior programming knowledge in Python will help you make the most out of the book.

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

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to learn as your first programming language. Charlie is an 8 year old boy who lives by the beach and loves exploring the coastline. He follows his intuition to discover a whale swimming at the end of the jetty near his home. Captivated by this huge cetacean, he wants to learn more about life in the sea. Charlie dreams with Grandmother Whale, exploring the fascinating underwater world where she shares facts about marine life. Charlie's dad teaches him to surf and Old Mike, the retired fisherman, teaches him about whales. Charlie develops a deeper awareness of our place in nature and senses the powerful force within our own hearts.--Publisher.

Miraculous Me

Snow Buster

Design and architect highly scalable and robust applications using Go

Modern Python Standard Library Cookbook

Clojure

The Essential Reference

The story of "The Ancient" continues... Joseph Miller and Mike Samson are closing in on one of the Fallen on the busy streets of New York City, with the help of a young woman who just happens to grow fur and fangs. Little do they know someone from Miller's past is hunting them to settle a grudge over a thousand years old. Meanwhile, Lizzie Namgung is desperately searching for her missing friend Ann. Much to her surprise, so is the FBI. As a new evil spreads across the city of Newark, Lizzie finds herself caught in a web of murder, mayhem, and monsters.

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Ancient Awakening is a Horror/Action novel with just the right touch of comedy. Ancient Enemies is the second book in the series that follows the adventures of eccentric demon hunter Joseph Miller. His job is to defend the human race against seven mythical demons and their offspring. Unfortunately for us, he has been dead for the last hundred years. The series begins with Ancient Awakening, continues here with Ancient Enemies, and is followed by Ancient Revelations. The all-new second edition of Ancient Enemies is professionally edited and 55,700 words.

No matter where we are, disaster and hardship can strike. Hidden Harvest brings mountain wisdom of past generations into the present with the practical science of long term food storage. Readers of all income levels, even those of limited means or no means can begin using this information today without buying fancy equipment or anything at all. Part how-to book, part reference book and part story telling, Hidden Harvest is meant to be read from beginning to end and then kept handy on the shelf for routine consultation. Make your own survival food, eat healthy through any disaster and be able to share with friends and loved ones. All popular methods are discussed and probably many that are new to you. Replete with informative tables, formulas and curious (often adorable) hand-drawn illustrations, Hidden Harvests is a book intended to offer you many years of enjoyment, health and joy no matter what your circumstances. You will become a food storage and handling expert with practical and beneficial knowledge. Available as an ebook on Amazon. Best-selling author Adam Freeman explains how to get the

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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

All Eye's on U

Ancient Enemies

Estrella 5x8

Develop clean Go code that is easier to read, maintain, and test