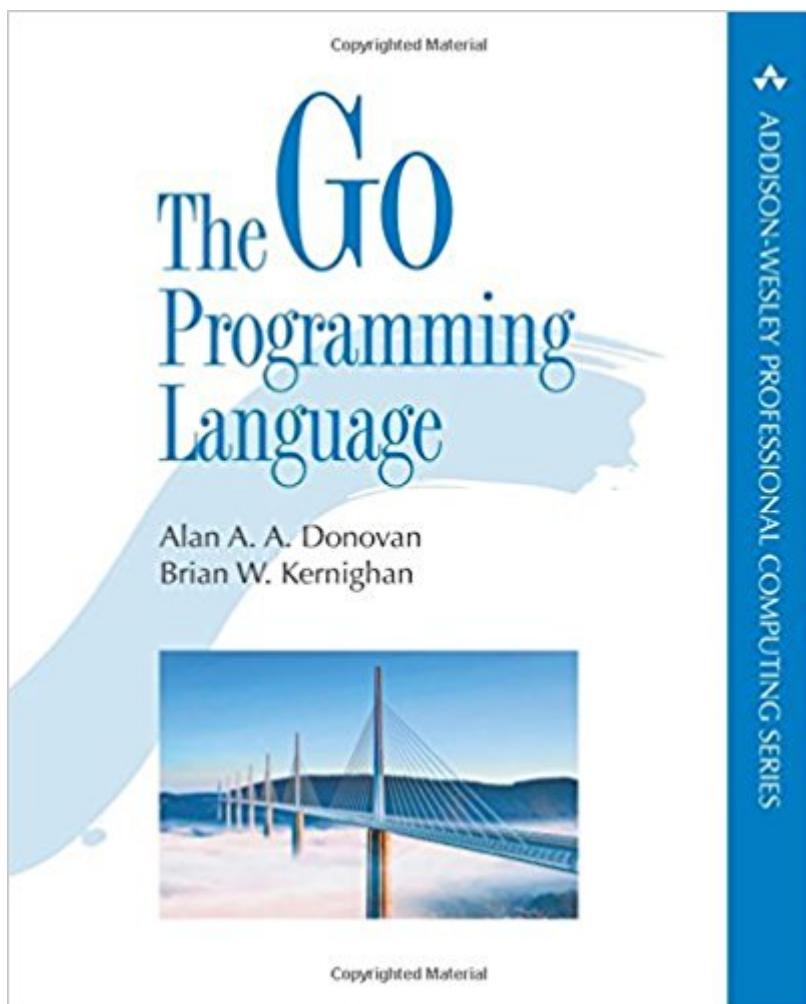**The book was found**

The Go Programming Language (Addison-Wesley Professional Computing Series)

Synopsis

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 youÃ¢â ¬â„¢ll find it accessible whether youÃ¢â ¬â„¢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 GoÃ¢â ¬â„¢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 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.

Book Information

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Customer Reviews

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science degrees from Cambridge and MIT and has been programming in industry since 1996. Since
2005, he has worked at Google on infrastructure projects and was the co-designer of its proprietary
build system, Blaze. He has built many libraries and tools for static analysis of Go programs,
including oracle, godoc -analysis, eg, and gorename. Ã Â Brian W. Kernighan is a professor in the
Computer Science Department at Princeton University. He was a member of technical staff in the
Computing Science Research Center at Bell Labs from 1969 until 2000, where he worked on
languages and tools for Unix. He is the co-author of several books, including The C Programming
Language, Second Edition (Prentice Hall, 1988), and The Practice of Programming
(Addison-Wesley, 1999).

I tried another Go book, before tossing it aside in favor of this one. Excellent book. It did what the
others didn't: it explained "why". Go is a weird language. So if the reasoning behind the decisions is
left out, then the language is hard to swallow. But with proper explanation of the reasoning, one can
see the wisdom of Go and forgive some of its odd design and syntax decisions.

The GO to (heh) book for learning The Go Programming Language :-)

The organization of the book is great. Starting from overall but simple, it goes deeper step-by-step.
The authors seem to have much knowledge on not only Go but also other many languages, which
makes the explanation informative.

This book is amazing, it reads like The C Programming Language which to me is the gold standard.

The Go language is also amazing: elegant, orthogonal, a work of art.

Excellent book on Go. It is not for beginner programmers, more for developers who are picking up a second language, all the better if your first language was C. The examples are good, but the really great thing about this book is that, if you do the exercises, you'll have done all of the exercises you need to be solid in the language. They are not short exercises. If I were assigning homework, the 2 or 3 exercises at each step intra-chapter would be enough for a weeks worth.

More than just a book about 'Go', this is a book about the art of programming. Extremely clearly written; a rare programming book that anyone interested in the art should buy and absorb. Truly the K&R book for the 21st century.

If you're learning or working with Go lang, this is a must have book. Just like having the K&R book when writing C was required :)

Great little book about the best programming language I have sued so far.

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