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## CONNOR SCHNEIDER

GoLang No Starch Press

Mastering GoLang helps readers quickly understand the core concepts and then move on to practical projects using the Go programming language. GoLang is often dubbed a game-changer in the world of programming languages. Instead of starting from scratch, Go was created using the C programming language. GoLang inherits C's disciplined grammar but with specific tweaks and enhancements to properly manage memory. This lessens the memory leakage problems that developers tend to face with C. Go borrows and adapts notions from various programming languages while skipping characteristics that result in complicated, insecure, and unpredictable code. Go's concurrency features are well-suited to build the infrastructure for gigantic projects such as networking systems and distributed hardware. Go is also often employed in domains such as visuals, mobile applications, and Machine Learning. Even though GoLang is a relatively new language, it has been adopted by several major organizations owing to its benefits, which include code clarity, custom libraries, adaptability, multithreading, and a simple build process. Because Go is gaining traction in the development community, learning GoLang can open up new avenues across various fields and career trajectories. Since it is still a relatively newer language, quality literature pertaining to Go is often hard to find. However, this particular book covers all the bases that you might need, and is an ideal companion for beginner-level developers looking to master Go programming. With Mastering GoLang, learning GoLang becomes an easy task, and learners can use their skills to create innovative projects. The Mastering Computer Science series is edited by Sufyan bin Uzayr, a writer and educator with over a decade of experience in the computing field.

Mastering Golang No Starch Press

Explore Golang's data structures and algorithms to design, implement, and analyze code in the professional setting Key Features Learn the basics of data structures and algorithms and implement them efficiently Use data structures such as arrays, stacks, trees, lists and graphs in real-world scenarios Compare the complexity of different algorithms and data structures for improved code performance Book Description Golang is one of the fastest growing programming languages in the software industry. Its speed, simplicity, and reliability make it the perfect choice for building robust applications. This brings the need to have a solid foundation in data structures and algorithms with Go so as to build scalable applications. Complete with hands-on

tutorials, this book will guide you in using the best data structures and algorithms for problem solving. The book begins with an introduction to Go data structures and algorithms. You'll learn how to store data using linked lists, arrays, stacks, and queues. Moving ahead, you'll discover how to implement sorting and searching algorithms, followed by binary search trees. This book will also help you improve the performance of your applications by stringing data types and implementing hash structures in algorithm design. Finally, you'll be able to apply traditional data structures to solve real-world problems. By the end of the book, you'll have become adept at implementing classic data structures and algorithms in Go, propelling you to become a confident Go programmer. What you will learn Improve application performance using the most suitable data structure and algorithm Explore the wide range of classic algorithms such as recursion and hashing algorithms Work with algorithms such as garbage collection for efficient memory management Analyze the cost and benefit trade-off to identify algorithms and data structures for problem solving Explore techniques for writing pseudocode algorithm and ace whiteboard coding in interviews Discover the pitfalls in selecting data structures and algorithms by predicting their speed and efficiency Who this book is for This book is for developers who want to understand how to select the best data structures and algorithms that will help solve coding problems. Basic Go programming experience will be an added advantage. **Golang Mini Reference** John Wiley & Sons Go from beginner to builder quickly with this hands-on JavaScript guide Coding with JavaScript For Dummies provides easy, hands-on instruction for anyone looking to learn this popular client-side language. No experience? No problem! This friendly guide starts from the very beginning and walks you through the basics, then shows you how to apply what you've learned to real projects. You'll start building right away, including web page elements and simple applications, so you can immediately see how JavaScript is used in the real world. Online exercises allow you to test your code and expand your skills, and the easy-to-follow instruction provides step-by-step guidance toward understanding the JavaScript syntax, applications, and language. JavaScript enhances static web pages by providing dynamic elements that can adapt and react to user action. It's a need-to-know tool for aspiring web designers, but anyone can benefit from understanding this core development language. Coding with JavaScript For Dummies takes you from beginner to builder quickly as you: Learn what JavaScript does, how it works, and where to use it Master the core elements of JavaScript and immediately put it to work Build interactive web elements and try out your code online Create basic applications as you apply JavaScript to the app development workflow Anytime a website

responds to your movement around the screen, that's JavaScript. It makes websites more functional, more beautiful, and more engaging, and your site visitors will demand nothing less. If you want to build a better website, you need JavaScript. If you need JavaScript, Coding with JavaScript For Dummies gets you started off quickly and painlessly, with plenty of hands-on practice. *Concurrency in Go* Packt Publishing Ltd Go is rapidly becoming the preferred language for building web services. There are plenty of tutorials available that teach Go's syntax to developers with experience in other programming languages. But 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 reveals design patterns that experienced Go developers have adopted and the rationale for them. You'll learn how to structure your project and choose the proper tools and libraries to create successful software. 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 Learn how Go's features allow the language to run efficiently Know which Go features you should use sparingly, or not at all Learn the future of Go, including Generics *Deep Learning for Coders with fastai and PyTorch* iUniverse Go, often known as GoLang, is a Google-developed open source, compiled, and statically typed computer language. Go is a general-purpose programming language with a straightforward syntax and a large standard library. The building of highly accessible and scalable web apps is one of the primary areas where GoLang is widely used. It may be used to develop command-line programmes, desktop applications, and even mobile apps. In 2007, Robert Griesemer, Rob Pike, and Ken Thompson at Google created the Go programming language with a focus on simplicity and speed. In 2012, it became an open-source project and was made publicly available and gained popularity quickly and is now one of the most widely used modern programming languages. Go was designed from the ground up for networking and infrastructure-related applications. It was developed as a replacement of popular server-side languages like Java and C++. The Go programming language aims to combine the efficiency and safety of a statically typed, compiled language with the simplicity of programming of an interpreted, dynamically typed language. It also aspires to be cutting-edge, with networked and multicore computer capabilities. Why Should You Learn GoLang? GoLang has been one of the most popular languages,

which means that learning it can open up new doors of opportunity and even help you land a job at various companies that use Go extensively. Ease of writing the concurrent programs, fast compilation, simple syntax, static linking are some of the features that make Go an ideal candidate for development of various applications. In This Book Step by step approach to problem solving and skill development A quick run-through of the basic concepts, in the form of a "Crash Course" Advanced, hands-on core concepts, with a focus on real-world problems Industry level coding paradigm, practice-oriented explanatory approach Special emphasis on writing clean and optimized code, with additional chapters focused on coding methodology

#### **The Way to Go** Drip Digital

What will you learn from this book? It's no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can remain a passive participant, or you can learn to code. With Head First Learn to Code you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code 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 multi-sensory learning experience is designed for the way your brain really works.

#### **For the Love of Go** CRC Press

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 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.

#### **Network Programming with Go** Coding Books Press

Learn programming in Go for fun. Go is one of the most popular programming languages. Go is an interesting language. It is much simpler than most other modern programming languages. It is easier to learn. It is easier to use. It is safer to use. It is more fun to use. If you are just starting with programming, then Go is the perfect language to learn programming with. If you are a seasoned developer, and looking to expand your horizon, then Go is the perfect language to pick up as your next programming language. The Art of Go - Basics: Introduction to Programming in

Go is written for broad audience. It starts from the absolute basics and moves on to more advanced topics. Although it is an introductory book, you will gain sufficient knowledge, after reading this book, that you can venture into a journey of programming in Go on your own. Who is this book for? - Anyone who wants to know what programming is and how the code is written. - Anyone who has tried to learn programming and given up because it was too hard. - Anyone who has some experience in programming and who wants to learn the Go language. The Art of Go - Basics is organized into a series of small lessons. Each lesson starts with simple example programs. The book covers the following topics, among other things: - Basic constructs of the Go language such as expressions and statements. - Primitive types, slices, maps, and functions. - Go structs, interfaces, and methods. - Goroutines and channels.

#### **Learn C# Quickly** Simon and Schuster

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

#### **Learn Data Structures and Algorithms with Golang** Simon and Schuster

GO Programming in easy steps has an easy-to-follow style that will appeal to anyone who wants to begin coding computer programs with Google's Go programming language. The code in the listed steps within the book is color-coded making it easier for beginners to grasp. You need have no previous knowledge of any computer programming language so it's ideal for the newcomer. GO Programming in easy steps instructs you how to write code to create your own computer programs. It contains separate chapters demonstrating how to store information in data structures, how to control program flow using control structures, and how to create re-usable blocks of code in program functions. There are complete step-by-step example programs that demonstrate each aspect of coding, together with screenshots that illustrate the actual output when each program is executed. GO Programming in easy steps begins by explaining how to easily create a programming environment on your own computer, so you can quickly begin to create your own working programs by copying the book's examples. After demonstrating the essential building blocks of computer programming it describes how to use data abstraction for object-oriented programming and demonstrates how to code goroutines and channels for concurrency in your programs. Table of Contents 1. Get Started 2. Store Values 3. Perform Operations 4. Control Flow 5. Produce Functions 6. Build Structures 7. Create Arrays 8. Harness Time 9. Manage Data 10. Handle Input 11. Employ Concurrency 12. Request Responses

#### **GO Programming in easy steps** Independently Published

Go is powerfull programming language. Go easy to learn and fun to use! This book brings Go to life and quirky, full-color illustrations keep things on the lighter side. you'll learn how to organize and reuse your code with functions .In just a short time, you can learn how to use Go together to design, and develop. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use Go create own program.The complexity of life, because they do not understand to simplify the complex, simple is the beginning of wisdom. From the essence of practice, this book briefly explain the concept and vividly cultivate programming interest. You will learn it easy and fast.

#### **Python Crash Course** John Arundel

Erlang is the language of choice for programmers who want to write robust, concurrent applications, but its strange syntax and functional design can intimidate the uninitiated. Luckily, there's a new weapon in the battle against Erlang-phobia: Learn You Some Erlang for Great Good! Erlang maestro Fred Hébert starts slow and eases you into the basics: You'll learn about Erlang's unorthodox syntax, its data structures, its type system (or lack thereof!), and basic functional programming techniques. Once you've wrapped your head around the simple stuff, you'll tackle the real meat-and-potatoes of the language: concurrency, distributed computing, hot code loading, and all the other dark magic that makes Erlang such a hot topic among today's savvy developers. As you dive into Erlang's functional fantasy world, you'll learn about: -Testing your applications with EUnit and

Common Test -Building and releasing your applications with the OTP framework -Passing messages, raising errors, and starting/stopping processes over many nodes -Storing and retrieving data using Mnesia and ETS -Network programming with TCP, UDP, and the inet module -The simple joys and potential pitfalls of writing distributed, concurrent applications Packed with lighthearted illustrations and just the right mix of offbeat and practical example programs, Learn You Some Erlang for Great Good! is the perfect entry point into the sometimes-crazy, always-thrilling world of Erlang.

**Coding with JavaScript For Dummies** In Easy Steps Limited Giving you the confidence you need to take on Docker in the real world, this guide is the ultimate book for learning Docker, brought to you by Docker Captain and leading educator in the container ecosystem. --

#### **Ruby on Rails Tutorial** Addison-Wesley Professional

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 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

#### **Learn Python Quickly** O'Reilly Media

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

#### **Learn Java in One Day and Learn It Well** Drip Digital

Learn Golang Essentials in a Weekend!Go is one of the most powerful, and yet the simplest, modern programming languages. We go through all important features of the modern Go programming language (as of 1.18 and 1.19 - 2022), including generics!! Why Go? Go is a simple, easy to learn and use, beginner-friendly high-level programming language. Go is suitable for low-level systems programming, traditionally done by low level languages like C. Go is one of the most popular languages in modern Web services and application development. Go is one of the most widely used CLI application languages for system administration and network management. Go is fun! Although the book is written as a reference, you can read it more or less from beginning to end and you should be able to get the overall picture of the Go language (but not necessarily all the gory details) if you have some prior experience with programming in Go or other similar C-style languages. The book covers Go toolchain. Workspaces, modules. Go program execution model. Packages. Variable, constant declarations. Builtin types, builtin functions. Structs, interfaces. Generic types. Functions, methods. Generic functions. Expressions and statements. The book also includes a bonus chapter on generics for people who are new to programming with the parameterized types. Order your copy today! LIMITED TIME OFFER: Purchase a Kindle paperback today and sign up on the mailing list, and we will send you a (color) PDF copy of the book, free!

#### **The Art of Go - Basics** John Wiley & Sons

Master Python Programming with a unique Hands-On Project Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Python language fast? This book is for you. You no longer have to waste your time and money learning Python from lengthy books, expensive online courses or complicated Python tutorials. What this book offers... Python for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Python language even if you have never coded before.

Carefully Chosen Python Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Learn The Python Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn Python in just one day and start coding immediately. How is this book different... The best way to learn Python is by doing. This book includes a complete project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of Python coding? This book is for you. Click the "Add to Cart" button to buy it now. What you'll learn: What is Python? What software you need to code and run Python programs? What are variables? What mathematical operators are there in Python? What are the common data types in Python? What are Lists and Tuples? How to format strings How to accept user inputs and display outputs How to make decisions with If statements How to control the flow of program with loops How to handle errors and exceptions What are functions and modules? How to define your own functions and modules How to work with external files .. and more... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the "Add to Cart" button now to start learning Python. Learn it fast and learn it well.

*Automate the Boring Stuff with Python, 2nd Edition* "O'Reilly Media, Inc."

Software -- Software Engineering.

[Learn C++ Quickly](#) Pearson Deutschland GmbH

Are You Ready To Learn Ruby Easily? This book aims to guide a complete novice in Ruby programming. This book is carefully crafted to aid the new or inexperienced programmer in learning to write a code in Ruby language. If you are someone who somehow developed a fear to explore the unknown and still interested in learning Ruby programming, then this book can truly help you. This book covers everything that a beginner in Ruby programming should learn. Understand that programming offers an infinite amount of information and knowledge. However, this

book understands that it may overwhelm a mere beginner in programming if it tackles even the advanced features of the Ruby language. This book can help you build a solid, basic knowledge in programming that can help you a lot when you begin to write your own program in Ruby language. You can use the acquired knowledge to pursue or learn more about Ruby's advanced concepts later on. For now, just concentrate on the basics and make sure to absorb every lesson before you go to the next one. Practice makes perfect and this book provides a lot of practice programs or exercises that can help you enhance your experience in Ruby programming. The exercises are simple and easy to understand to help you comprehend the lesson quickly. You also need to take note of the error messages that you may encounter. Let them serve as your guide so you can avoid the same mistake in the future or help you resolve the same error when you encounter them once more. Learning Ruby programming in 7 days is not something impossible to accomplish. Even a person with a little or no experience with any programming language can learn it within those days. As you go through each lesson, you will notice that it is quite easy to understand. It becomes much simpler when you have patience and discipline. Understand that you will be able to learn the Ruby basics in 7 days, but that won't make you an instant expert. You still need to practice and work your way in discovering the cool things that you can do with Ruby as you go along. Even expert programmers need to spend ample time in honing their programming skills. Before you know it, you are ready to create a more complex program. This book presents everything that a novice may need in understanding the basic Ruby programming. It is presented in such a way that anyone without prior programming knowledge will find it easy to understand - most technical jargons were kept to minimal, and they are the terminologies that you will likely encounter once you have started writing your program. Here's What You'll Learn From This Ruby For Beginners Book: ✓ Chapter 1: Getting acquainted with ruby ✓ Chapter 2: Initial Preparations ✓ Chapter 3: Start with the Basics ✓ Chapter 4: Ruby Variables ✓ Chapter 5: All About Methods ✓ Chapter 6: Flow Control ✓ Chapter 7: Iterators and Loops ✓ Chapter 8: More on Arrays and Hashes What Are You Waiting For? Start Coding Ruby Right Now!

**Learning Go Programming** Independently Published  
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 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