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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.

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Cookbook: Implement solutions by leveraging the power of the GO standard library and reducing dependency on external crates. [DOWNLOAD](#).

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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.

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Go Programming Cookbook - Second Edition. This is the code repository for Go Programming Cookbook - Second Edition , published by Packt. Over 85 recipes to build modular, readable, and testable Golang applications across various domains. What is this book about? Go (or Golang) is a statically typed programming language developed at Google.

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Golang) is a statically-typed programming language first developed at Google.

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About The Book. Some smart people working at Google came out with a language called Go, and it's got a wicked awesome standard library. The problem is, the standard library of any language plays second fiddle to the syntax and other libraries that come out on Github

[Go, The Standard Library](#)

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.

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Go Standard Library Cookbook. Contents ; Bookmarks Interacting with the Environment. Interacting with the Environment. Introduction. Retrieving the Golang version. Accessing program arguments. Creating a program interface with the flag package. Getting and setting environment variables with default values.

Introduction - Go Standard Library Cookbook

So I say, go with God!" Marvin Taylor, Director of the Fales Library & Special Collections at New York University At the library, where there are more than 55,000 printed cookbooks: We use the Library of Congress classification system, which is basically organized by subject.

How To Create Your Food Library: Cookbook Organization 101

Go Standard Library Cookbook: 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.

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How to do it... - Go Standard Library Cookbook [Book]

I think the way we may go, if we start this program, is to do a theme: Indian food, vegetarian, grilling, desserts. Then we don't have to worry about having so many copies of the same cookbook available, but rather could pull 5-10 cookbooks that fit each theme for people to select. [Marleah Augustine] I lead a Cookbook Club at my library.

Food for Thought: Start a Cookbook Bookclub | Library Sparks

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Implement solutions by leveraging the power of the GO standard library

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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 can achieve with them. Ultimately, you will be proficient in implementing solutions with

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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.

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

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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 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

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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.

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

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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.

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

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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 system Solve common problems encountered when dealing with backend systems or DevOps Explore the Go standard library and its uses Test, profile, and

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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.

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 recipes to help you create graphical user interfaces for

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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.

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.

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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 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

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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.

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)

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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 DI 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 year s experience in any language and a basic understanding

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of Go. If you wish to produce clean, loosely coupled code that is inherently easier to test, this book is for you.

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 systems in production.

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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.

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