PROGRAMMER'S ROADMAP

Hi!

If you're an experienced developer, you may want to watch only the following lectures. If you follow this roadmap, you will need to watch about 50 lectures instead of 180 lectures.

This course starts from the most basics than advances toward the end, step by step. So, the complexity of the topics increases on each level. I've intentionally designed it so to make it easy for everyone.

If you think some of the topics are easy for you, then watch the recap lectures, take the quizzes and exercises, and even skip the lectures in that section altogether, you can always come back to them later.

Enjoy!

LECTURES

- Write Your First Go Program
 - Please watch all the lectures.
- · Learn Go Fundamentals Packages, Scopes, and Importing
 - Please watch all the lectures.
- Learn Go Fundamentals: Statements and Expressions
 - What is Go Doc?
- Write a Library Package
 - Please watch all the lectures.
- · Variables, Basic Data Types, and Type Inference
 - Every Go type has a zero value
 - What is a blank identifier?
 - Let's declare a couple of variables!
 - What is type inference?
 - How to short declare multiple variables?
 - Why can't you short declare a variable in the package-level?
 - What is redeclaration?
 - When to use a short declaration?
 - Get input from command-line and learn about slices
 - Learn the basics of os.Args
 - Greet people using os.Args

• Print Formatted Output Using Printf

• Please watch all the lectures.

• Learn Numbers and Strings

- Convert Celsius to Fahrenheit
- Convert Feet to Meters
- What is a Raw String Literal?
- How to get the length of a string?

• Learn Go's Type System Mechanics

• Please watch all the lectures (except the ones marked with: [For Beginners])

• Understand Untyped Constants

- Learn the rules of constants
- Recap: Constants
- How untyped constants work under the hood?
- What is a Default Type?
- Example: time.Duration
- What is iota?
- Naming Things: Recommendations

• Pass Me: Create a Password-Protected Program

Please watch all the lectures.

Understand Go's Error Handling

Please watch all the lectures.

• Learn Go's Switch Statement

- Use multiple values in case conditions
- How does the fallthrough statement work?
- Solution: Parts of a Day
- Recap: Switch Statement

Learn Go's Loops

- How to continue a loop? (+BONUS: Debugging)
- Create a multiplication table
- How to loop over a slice?
- For Range: Learn the easy way!

• Randomization in Go

• Please watch all the lectures.

• Mini Project: Word Finder

• Please watch all the lectures.

· Remaining Sections

 You may watch all the remaining lectures from this point. They are intermediate to advanced level lectures.

That's all! Enjoy! 🥯

BONUS: Why should you learn Go?

In summary: Go is easy as Python and Javascript, and it's as fast as C/C++. It's more enjoyable to work with Go than C/C++. You can go low-level, or you can stay high-level.

What Go is used for?

Go is used mostly by web companies: Google, Facebook, Twitter, Uber, Apple, Dropbox, Soundcloud, Medium, Mozilla Firefox, Github, Docker, Kubernetes, and Heroku.

Go is best for: Cross-Platform Command-line Tools, Distributed Network Applications, Cloud technologies like Microservices and Serverless, Web APIs, Database Engines, Big-Data Processing Pipelines, Embedded Development, and so on.

Go is not best for (but doable): Desktop Apps, Writing Operating Systems, Kernel Drivers, Game Development, etc.

Who Designed Go?

Go designed by one of the most influential people in the industry:

- Unix: Ken Thompson
- UTF-8, Plan 9: Rob Pike
- Hotspot JVM (Java Virtual Machine): Robert Griesemer

HOW MUCH CAN YOU EARN?

* Go Salaries

From Eight years of Go post:

Today, every single cloud company has critical components of their cloud infrastructure implemented in Go including Google Cloud, AWS, Microsoft Azure, Heroku, and many others. Go is a key part of cloud companies like Alibaba, Cloudflare, and Dropbox. Go is a critical part of open infrastructure including Kubernetes, Cloud Foundry, Openshift, NATS, Docker, Istio, Etcd, Consul, Juju, and many more. Companies are increasingly choosing Go, to build cloud infrastructure solutions.

What Can You Accomplish with Go?

- A network Driver written in Go (only 10% penalty compared to C driver)
- Google gVisor (Userspace kernel written in Go)
- Multi-platform Nintendo emulator
- Docker: Container system

- Kubernetes: Container scheduling and management
- VM image deduplication utility
- Chat server
- RUM beacon collector
- Time-series database engine, a client for it, command-line tools, etc.
- Map-reduce library
- Clustered front-end-optimizing reverse proxy with on the fly content rewriting, image resizing, caching, Lua event handler execution (all multi-tenant)
- Geographically distributed reverse proxy CDN nodes
- Health management daemon with event handlers and peer to peer reporting
- Pure Go DNS server
- API backend that interfaces with MySQL
- Linux process capture/restore utility
- Reverse Proxy to mask our asset server from clients.
- HTML -> PDF converter for invoice generation.
- URL shortener like tinyurl.com and goo.gl
- SMS messaging service.
- Credit Card payment gateway
- JSON Web Token package
- On the fly image processing services
- 3d render farm/content production pipeline (pretty large project)
- Production lxc container deployment
- · Automated testing management

Reference: This Reddit post.

CHECK OUT FOR MORE INFORMATION:

- About Go: An Overview
- Why should you learn Go?
- Emerging language of cloud Infrastructure
- Companies using Go
- Eight years of Go
- Twitter: Handling Five Billion Session in a Day with Go
- A C++ developer looks at Go

For more tutorials: https://blog.learngoprogramming.com

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