



# Golang

# GO PROGRAMMING LANGUAGE



Programming & development

Course Curriculum

Basic – 16 Hours



# GO PROGRAMMING LANGUAGE

## **Module 1 : Introduction to GOLANG**

- Introduction to Go Tools
- The terminal
- Text Editors
- How to read a Go Program

## **Module 2: Data Types**

- Numbers
- Strings
- Booleans

## **Module 3: Variables**

- Scope
- Constants
- Defining Multiple Variables



## **Module 4: Control Structures**

- For
- If
- Switch

## **Module 5: Arrays, Slices and Maps**

- Arrays
- Slices
- Maps



## **Module 6: Functions**

- Variadic Functions
- Closure
- Recursion
- Defer, panic and Recover

## **Module 7: Pointers**

- The \* and & operators

## **Module 8: Structs and Interfaces**

- Structs
- Methods
- Interfaces

