



Golang

GO PROGRAMMING LANGUAGE



Programming & development

Course Curriculum

Basic – 30 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

Module 9: Concurrency

- Goroutines
- Channels



Module 10: Packages

- Creating Packages
- Documentation
- Testing

Module 11: The Core Packages

- Strings
- Input / Output
- Files and Folders
- Errors
- Containers and Sort
- Hashes and Cryptography



- Servers
- Parsing Command Line Arguments
- Synchronization Primitives

