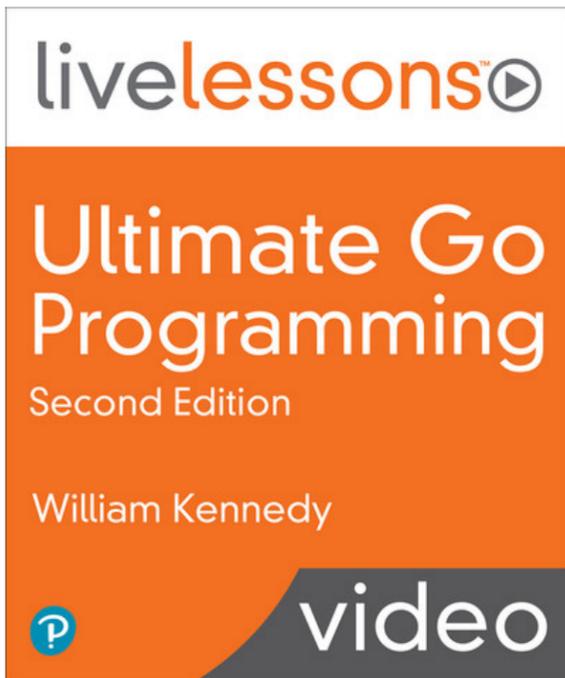


Ultimate Go Programming, Second Edition

★★★★★ [110 reviews](#)

By [William Kennedy](#)



TIME TO COMPLETE:
16h 50m

LEVEL:
Intermediate

TOPICS:
[Go](#)

PUBLISHED BY:
[Pearson](#)

PUBLICATION DATE:
September 2018

[Start](#)

16+ Hours of Video Instruction

Ultimate Go Programming LiveLessons, Second Edition, provides an intensive, comprehensive, and idiomatic view of the Go programming language. This course focuses on both the specification and implementation of the language, including topics ranging from language syntax, design, and guidelines to concurrency, testing, and profiling. This class is perfect for anyone who wants a jump-start in learning Go or wants a more thorough understanding of the language and its internals.

In this video training, Bill Kennedy starts by providing a deep and intensive dive into Go's language syntax, idioms, implementation, and specification. Then Bill guides you through the essential things you need to know about designing software in Go. With that strong foundation, Bill then teaches the language mechanics behind Go's concurrency primitives and covers all the things you need to know to design concurrent software. Finally, Bill covers the tooling Go provides for testing, tracing, and profiling your programs.

About the Instructor

William Kennedy is a managing partner at Ardan Studio in Miami, Florida, a mobile, web, and systems development company. He is also a coauthor of the book *Go in Action*, the author of the blog "GoingGo.Net," and a founding member of GoBridge, which is working to increase Go adoption through embracing diversity.

Skill Level

- Intermediate

Learn How To

- Read code with an understanding of the language mechanics and internals
- Understand costs by knowing the different semantics of the language
- Code and design software more effectively
- Design your Go projects and better ways to package your APIs
- Write multithreaded code in Go and learn the things you need to focus on
- Unit test your code and write benchmarks to validate assumptions
- Profile and trace your Go programs to identify and fix bugs and to make improvements

Who Should Take This Course

Any intermediate-level developer who has some experience with other programming languages and wants to learn Go. This video is perfect for anyone who wants a jump-start in learning Go or



wants a more thorough understanding of the language, its internals and how to design software.

Course Requirements

- Studied CS in school or has a minimum of two years of experience programming full time professionally.
- Familiar with structural and object-oriented programming styles.
- Has worked with arrays, lists, queues and stacks.
- Understands processes, threads and synchronization at a high level.
- Operating Systems
- Has worked with a command shell
- Knows how to maneuver around the file system
- Understands what environment variables are

About Pearson Video Training

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