

THE GO PROGRAMMING LANGUAGE

PROGRAMMIERPRAXIS NICHTSEQUENTIELLE UND VERTEILTE PROGRAMMIERUNG MIT GO THE GO PROGRAMMING LANGUAGE GO PROGRAMMING LANGUAGE PROGRAMMIERUNG IN GOOGLE GO GO PROGRAMMING LANGUAGE FOR DUMMIES EFFEKTIVES MODERNES C+ DATENINTENSIVE ANWENDUNGEN DESIGNEN CLEAN CODE ENTWURFSMUSTER VON KOPF BIS FUß THE GO PROGRAMMING LANGUAGE DAS BESTE AN JAVASCRIPT GO PROGRAMMING LANGUAGE GO TO C-PROGRAMMIERUNG THE GO PROGRAMMING LANGUAGE PHRASEBOOK DIE KUNST DES GUTEN LEBENS GO PROGRAMMING IN EASY STEPS INTRODUCTION TO GOOGLE GO PROGRAMMING _PROFESSIONAL LEVEL LEARNING GO PROGRAMMING LEARNING GO PROGRAMMING PATTERNS FÜR ENTERPRISE-APPLICATION-ARCHITEKTUREN PYTHON KINDERLEICHT! JAVASCRIPT GO PROGRAMMING ESSENTIALS: A COMPREHENSIVE GUIDE FOR DEVELOPERS GO PROGRAMMING - FROM BEGINNER TO PROFESSIONAL THINK LIKE A PROGRAMMER - DEUTSCHE AUSGABE MIT PYTHON LANGWEILIGE JOBS ERLEDIGEN THE WAY TO GO HOW TO CODE IN GO GO PROGRAMMING BLUEPRINTS GO RECIPES GO SYSTEMS PROGRAMMING SOFTWARE PRODUCTIVITY WITH GO HANDS-ON FULL STACK DEVELOPMENT WITH GO GO PROGRAMMING BY EXAMPLE PROGRAMMING LANGUAGE EXPLORATIONS HANDS-ON GO PROGRAMMING NACHT FÜR BER BLACKHEATH GO PROGRAMMING FUNCTIONAL PROGRAMMING IN GO BRIAN W. KERNIGHAN CHRISTIAN MAURER BRIAN W. KERNIGHAN MEM LNC RAINER FEIKE WEI-MENG LEE SCOTT MEYERS MARTIN KLEPPMANN ROBERT C. MARTIN ERIC FREEMAN ALAN A. A. DONOVAN DOUGLAS CROCKFORD MATTHEW BERGER GUIDO KRÜGER DAVID CHISNALL ROLF DOBELLI MIKE MCGRATH CPA JOHN KIMANI SHUBHANGI AGARWAL VLADIMIR VIVIEN MARTIN FOWLER JASON BRIGGS DAVID FLANAGAN ADAM JONES SAMANTHA COYLE V. ANTON SPRUAL AL SWEIGART IVO BALBAERT MARK BATES MAT RYER SHIJU VARGHESE MIHALIS TSOUKALOS SUFYAN BIN UZAYR MINA ANDRAWOS AGUS KURNIAWAN RAY TOAL SACHCHIDANAND SINGH ANNE PERRY ALEC STOVARI DYLAN MEEUS

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DIESES BUCH FÜHRT IN DIE NICHTSEQUENTIELLE UND VERTEILTE PROGRAMMIERUNG MIT GO EIN UND STELLT GRUNDLEGENDE KONZEPTE ZUR SYNCHRONISATION UND KOMMUNIKATION NEBENLEBENDIGER PROZESSE SYSTEMATISCH DAR DAZU ZEIGEN UNTER ANDEREM SCHLIESSEN SEMAPHORE FAIRNESS UND VERKLEMMUNGEN MONITORE SOWIE DER LOKALE UND NETZWEITE BOTSCHAFTENAUSTAUSCH UM LESERN DIE KONZEPTE NAHEZUBRINGEN GREIFT DER AUTOR IMMER WIEDER DIE GLEICHEN KLASSISCHEN BEISPIELE AUF DAS ERLEICHTERT DAS LERNEN DENN DIE VORGESTELLTEN KONZEPTE LASSEN SICH AUF DIESE WEISE BESSER MIT DEN SPRACHMITTELN VERGLEICHEN DAS BUCH FOLGT IN SEINER GRUNDSTRUKTUR DEN BEIDEN VORAUFLAGEN ENTHÄLT ABER IN DER AKTUELLEN DRITTEN AUFLAGE EINEN NEUEN TEIL ZUR VERTEILTEN PROGRAMMIERUNG MIT DREI KLASSEN VON ALGORITHMEN NEBEN NETZWERKEN ALS GRAPHEN WERDEN DORT UNTER ANDEREM ALGORITHMEN BEHANDELT DIE DIE AUSWAHL EINES LEITERS IM NETZWERK ERMÖGLICHEN ODER DAS KENNENLERNEN DES VOLLSTÄNDIGEN NETZWERKS WENN JEDER BETEILIGTE ANFANGS NUR SEINE NACHBARN KENNT DIE ALGORITHMEN SIND IN DER PROGRAMMIERSPRACHE GO FORMULIERT MIT DIESER SPRACHE LASSEN SICH ZAHLREICHE SYNCHRONISATIONSKONZEPTE AUSDRÜCKEN GO BIETET AUFGRUND DER EINFACHEN SYNTAX AUßERDEM DEN VORTEIL DASS AUCH LESER OHNE VORKENNTNISSE DEN GRUNDLEGENDEN KONZEPTEN FOLGEN KÖNNEN IN DEN ABSCHNITTEN ZU SCHLIESSEN SEMAPHOREN UND MONITOREN WERDEN DARÜBER HINAUS AUCH EINIGE GRUNDLEGENDE ANSATZE ZUR PROGRAMMIERUNG IN C UND JAVA VORGESTELLT DAS BUCH RICHTET SICH AN STUDIERENDE DER INFORMATIK UND WURDE FÜR DIE NEUAUFLAGE KLARER GEGLIEDERT ZAHLREICHE ABSCHNITTE WURDEN ZUDEM TEILS ERHEBLICH ERWEITERT SO WURDEN ZUSÄTZLICHE ALGORITHMEN IN DAS KAPITEL ÜBER SCHLIESSEN AUFGENOMMEN UND EIN KURZES KAPITEL ÜBER GRUNDLEGENDE ASPEKTE DER SOFTWARETECHNIK UND DEREN REALISIERUNG IN GO EINGEFÜGT DIE ABSCHNITTE ÜBER SEMAPHORE UND MONITORE WURDEN UM DAS PROBLEM DER ZIGARETTENRAUCHER ERWEITERT UND DEN UNIVERSELLEN SYNCHRONISATIONSKLASSEN SIND NUN EIGENE KAPITEL GEWIDMET SÄMTLICHE QUELLTEXTE SIND ONLINE VERFÜGBAR

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 WILL 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 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 GOPL IO AND MAY BE CONVENIENTLY FETCHED BUILT AND INSTALLED USING THE GO GET COMMAND

GO PROGRAMMING LANGUAGE YOU MAY HAVE HEARD IN THE LAST FEW YEARS ABOUT A NEW PROGRAMMING LANGUAGE THAT ORIGINATED FROM WITHIN GOOGLE CALLED GO OR GOLANG AS A SEARCHABLE TERM FOR SEARCH ENGINES THROUGH THIS BOOK WE WILL TRY TO IDENTIFY THIS LANGUAGE ITS ADVANTAGES DISADVANTAGES AND WHAT MAKES IT DIFFERENT FROM OTHERS THE FIRST CHAPTER OF THIS BOOK WILL BE A VERBAL LESSON ONLY FOCUSING ON THE POINTS OF DIFFERENCE OF LANGUAGE WITH THE REST OF THE LANGUAGES AND IS DIRECTED TO THOSE WITH SOME PROGRAMMING BACKGROUND WITH THE REST OF THE LANGUAGES BUT THE REST OF THE LESSONS WILL BE DIRECTED TO BEGINNERS

AUS DEM INHALT SCHNELLEINSTIEG SPRACHBESCHREIBUNG AUSDRÜCKE ANWEISUNGEN DATENTYPEN FUNKTIONEN OBJEKTORIENTIERUNG IN GO NEBENLÖSUNG FÄHIGKEIT PROGRAMMIEREN BEISPIELPROGRAMME INSTALLATION UND BETRIEB C BINDINGS ENTWICKELN AUF DER CD DIE CD ENTHÄLT ALLE QUELLTEXTBEISPIELE SOWIE EINE BOOTBARE LINUXDISTRIBUTION DIE ES IHNEN ERMÖGLICHT SOFORT MIT DER GO PROGRAMMIERUNG ZU BEGINNEN

READY SET PROGRAM WITH GO NOW IS THE PERFECT TIME TO LEARN THE GO PROGRAMMING LANGUAGE IT S ONE OF THE MOST IN DEMAND LANGUAGES AMONG TECH RECRUITERS AND DEVELOPERS LOVE ITS SIMPLICITY AND POWER GO PROGRAMMING LANGUAGE FOR DUMMIES IS AN EASY WAY TO ADD THIS TOP JOB SKILL TO YOUR TOOLKIT WRITTEN FOR NOVICE AND EXPERIENCED CODERS ALIKE THIS BOOK TRAVERSES BASIC SYNTAX WRITING FUNCTIONS ORGANIZING DATA BUILDING PACKAGES AND INTERFACING WITH APIS GO OR GOLANG AS IT S ALSO KNOWN HAS PROVEN TO BE A STRONG CHOICE FOR DEVELOPERS CREATING APPLICATIONS FOR THE CLOUD BASED WORLD WE LIVE IN THIS BOOK WILL PUT YOU ON THE PATH TO USING THE LANGUAGE THAT S CREATED SOME OF TODAY S LEADING WEB APPLICATIONS SO YOU CAN STEER YOUR CAREER WHERE YOU WANT TO GO LEARN HOW GO WORKS AND START WRITING PROGRAMS AND MODULES INSTALL AND IMPLEMENT THE MOST POWERFUL THIRD PARTY GO PACKAGES USE GO IN CONJUNCTION WITH WEB SERVICES AND MYSQL DATABASES KEEP YOUR CODEBASE ORGANIZED AND USE GO TO STRUCTURE DATA WITH THIS BOOK YOU CAN JOIN THE GROWING NUMBERS OF DEVELOPERS USING GO TO CREATE 21ST CENTURY SOLUTIONS STEP INSIDE TO TAKE START WRITING CODE THAT PUTS DATA IN USERS HANDS

UM RICHTIG IN C 11 UND C 14 EINZUSTEIGEN REICHT ES NICHT AUS SICH MIT DEN NEUEN FEATURES VERTRAUT ZU MACHEN DIE HERAUSFORDERUNG LIEGT DARIN SIE EFFEKTIV EINZUSETZEN SO DASS IHRE SOFTWARE KORREKT EFFIZIENT WARTBAR UND PORTABEL IST HIER KOMMT DIESES PRAXISNAHE BUCH INS SPIEL ES BESCHREIBT WIE SIE WIRKLICH GUTE SOFTWARE MIT C 11 UND C 14 ERSTELLEN ALSO MODERNES C EINSETZEN SCOTT MEYERS EFFECTIVE C BESTSELLER GELTEN SEIT MEHR ALS 20 JAHREN ALS HERAUSRAGENDE C RATGEBER SEINE KLAREN VERBINDLICHEN ERLÄUTERUNGEN KOMPLEXER TECHNISCHER

MATERIE HABEN IHM EINE WELTWEITE ANHÄNGER

JETZT AKTUELL ZU JAVA 8 DIESES BUCH IST EIN MODERNER KLASSIKER ZUM THEMA ENTWURFSMUSTER MIT DEM EINZIGARTIGEN VON KOPF BIS FUß LERNKONZEPT GELINGT ES DEN AUTOREN DIE ANSPRUCHSVOLLE MATERIE WITZIG LEICHT VERSTÄNDLICH UND DENNOCH GRUNDLICH DARZUSTELLEN JEDE SEITE IST EIN KUNSTWERK FÜR SICH MIT VIELEN VISUELLEN ÜBERRASCHUNGEN ORIGINELLEN COMIC ZEICHNUNGEN HUMORVOLLEN DIALOGEN UND GEISTREICHEN SELBSTLERNKONTROLLEN SPÄTESTENS WENN ES MAL WIEDER HEIßT SPITZEN SIE IHREN BLEISTIFT WIRD DEM LESER KLAR DASS BEI DIESEM BUCH SEIN MITMACHEN GEFRAGT IST DAS IST NICHT NUR UNTERHALTSAM SONDERN AUCH EFFEKTIV KOMPLEXE SACHVERHALTE LASSEN SICH NACH ERKENNTNIS DER MODERNEN LERNWISSENSCHAFT AM GRUNDLICHSTEN ÜBER MEHRERE VERSCHIEDENE KANÄLE VERSTEHEN DAS BUCH VERSPRICHT DEM LESER DAHER NICHT NUR SPAß BEIM LERNEN ER WIRD NACH DER LEKTÜRE AUCH DIE HERAUSFORDERUNGEN DES SOFTWARE DESIGNS MEISTERN KÖNNEN

DOUGLAS CROCKFORD STELLT IN DIESEM E BOOK EIN SUBSET AN FEATURES ZUSAMMEN DEREN EINSATZ ER UNEINGESCHRÄNKT EMPFEHLEN KANN DABEI BENENNT ER AUCH DIE FACETTEN DER SPRACHE DIE GAR NICHT ODER NUR MIT UMWEGEN FUNKTIONIEREN ER ANALYSIERT JAVASCRIPT UND UNTERSCHIEDET KLAR ZWISCHEN GUTEN SCHLECHTEN UND FURCHTBAREN JAVASCRIPT FEATURES FREUEN SIE SICH AUF POINTIERTE STATEMENTS ZU FUNKTIONEN SCHWACHER UND STRENGER TYPISIERUNG DYNAMISCHEN OBJEKTEN DEM AUF GLOBALEN VARIABLEN BASIERENDEN PROGRAMMIERMODELL U V M BEGLEITEN SIE DEN AUTOR BEI SEINER ANALYTISCHEN TOUR DE FORCE DURCH DIE VERSCHIEDENEN KOMPONENTEN VON JAVASCRIPT AM ENDE WERDEN SIE ANDERS ÜBER OBJEKTE UND FUNKTIONEN VERERBUNG ARRAYS REGULÄRE AUSDRÜCKE UND METHODEN DENKEN UND JAVASCRIPT KLÄRER FÜR IHRE ZWECKE NUTZEN DAS BESTE AN JAVASCRIPT RICHTET SICH AN FORTGESCHRITTENE LESER DIE BEREITS KENNTNISSE IN JAVASCRIPT ODER EINER ANDEREN PROGRAMMIERSPRACHE MITBRINGEN

YOU ARE ABOUT TO LEARN HOW TO BUILD SIMPLE RELIABLE AND EFFICIENT SOFTWARE WITH GOLANG PROGRAMMING LANGUAGE IF YOU ARE LOOKING TO ADD A PROGRAMMING LANGUAGE TO YOUR SKILLSET IT MAKES SENSE TO MAKE GOLANG OR SIMPLY GO YOUR PROGRAMMING LANGUAGE OF CHOICE DEVELOPED BY ENGINEERS AT GOOGLE YOU CAN REST ASSURED THAT JUST LIKE GOOGLE GO DELIVERS MUCH MORE THAN YOU CAN IMAGINE IN MAKING THE SOFTWARE DEVELOPMENT PROCESS EASY EFFICIENT RELIABLE SCALABLE FAST AND SIMPLE DEVELOPED WITH THE IDEA OF RESOLVING THE INADEQUACIES THAT COME WITH C PROGRAMMING LANGUAGE YOU CAN BE ASSURED THAT GO IS JUST AS POWERFUL AS THE MOST POPULAR PROGRAMMING LANGUAGES IF NOT MORE POWERFUL AND WON'T LIMIT YOU AS TO WHAT YOU CAN DO WITH A RICH STANDARD LIBRARY DYNAMIC TYPING CAPABILITY GARBAGE COLLECTION TYPE SAFETY AND MANY OTHER ADVANCED BUILT IN TYPES SUCH AS KEY VALUE MAPS GO WILL AMAZE YOU AS TO WHAT YOU CAN DO WITH IT SO WHAT MAKES GO PROGRAMMING SPECIAL COMPARED TO PROGRAMMING IN OTHER LANGUAGES HOW DO YOU GET STARTED WITH GO HOW CAN YOU COMPOSE RELIABLE APPLICATIONS USING GO'S HIGH POWER FUNCTIONS HOW CAN YOU CREATE AND INITIALIZE MAPS WITH GO AND HOW TO EFFECTIVELY USE GO PROGRAMMING FOR DOING PROJECTS IF YOU HAVE ANY OF THESE AND OTHER RELATED QUESTIONS THIS BOOK IS FOR YOU SO KEEP READING AS IT COVERS EVERYTHING ABOUT GOLANG FROM A Z USING SIMPLE LANGUAGE THAT YOU WILL UNDERSTAND AND APPLY WITH EASE INSIDE THIS BOOK YOU WILL LEARN THE BASICS OF GO PROGRAMMING LANGUAGE INCLUDING WHAT IT IS HOW IT WORKS HOW IT WAS DEVELOPED AND WHY YOU SHOULD CONSIDER IT HOW TO WRITE YOUR FIRST PROGRAM WITH GO HOW TO WRITE COMMAND LINE ARGUMENTS FIND DUPLICATE LINES CREATE ANIMATED GIFS FETCH A URL AND A WEB PAGE BY URL USING GO THE INS AND OUTS OF GO'S PROGRAM STRUCTURE INCLUDING GO ASSIGNMENT OPERATORS THE TYPES OF DECLARATION AND EVERYTHING ABOUT PACKAGES AND FILES THE BASIC DATA TYPES INTEGERS FLOATING POINT NUMBERS

COMPLEX TYPE NUMBERS BOOLEANS INTERPRETED STRING LITERALS STRINGS WITH UTF 8 CHARACTERS AND CONSTANTS IN GO EVERYTHING YOU NEED TO KNOW ABOUT COMPOSITE TYPE AND NUMERIC CONSTANT HOW TO CREATE AND INITIALIZE MAPS AND IMPORTANT POINTS THE INS AND OUTS OF STRUCT AND PARSING TEMPLATES IN GOLANG THE INS AND OUTS OF FUNCTIONS IN GOLANG INCLUDING HOW TO CALL A FUNCTION THE DIFFERENT FUNCTION ARGUMENTS RECURSION ANONYMOUS FUNCTIONS DEFER AND RECOVER AN UNDERSTANDING OF METHODS THE DIFFERENT TYPES OF EMBEDDING AND ENCAPSULATION SOME REFERENCES TO HELP YOU WITH GO PROGRAMMING AND MUCH MORE EVEN IF YOU VE NEVER COME ACROSS GOLANG BEFORE THIS BOOK S BEGINNER FRIENDLY APPROACH WILL OPEN YOUR MIND TO THE ENDLESS SEA OF POSSIBILITIES IN THE WORLD OF GO PROGRAMMING IT IS DESIGNED FOR SOFTWARE PROGRAMMERS WITH A NEED TO LEARN GO PROGRAMMING FROM SCRATCH IT DOES NOT MAKE ANY ASSUMPTIONS THAT YOU HAVE PRIOR KNOWLEDGE OF GO OR ANY SPECIFIC LANGUAGE SO YOU WILL FIND IT COMPREHENSIVE IRRESPECTIVE OF YOUR SKILLS LEVEL

THE GO PROGRAMMING LANGUAGE PHRASEBOOK ESSENTIAL GO CODE AND IDIOMS FOR ALL FACETS OF THE DEVELOPMENT PROCESS THIS GUIDE GIVES YOU THE CODE PHRASES YOU NEED TO QUICKLY AND EFFECTIVELY COMPLETE A WIDE VARIETY OF PROJECTS WITH GO TODAY S MOST EXCITING NEW PROGRAMMING LANGUAGE TESTED EASY TO ADAPT CODE EXAMPLES ILLUMINATE EVERY STEP OF GO DEVELOPMENT HELPING YOU WRITE HIGHLY SCALABLE CONCURRENT SOFTWARE YOU LL MASTER GO SPECIFIC IDIOMS FOR WORKING WITH STRINGS COLLECTIONS ARRAYS ERROR HANDLING GOROUTINES SLICES MAPS CHANNELS NUMBERS DATES TIMES FILES NETWORKING WEB APPS THE RUNTIME AND MORE CONCISE AND ACCESSIBLE EASY TO CARRY AND EASY TO USE DITCH ALL THOSE BULKY BOOKS FOR ONE PORTABLE POCKET GUIDE FLEXIBLE AND FUNCTIONAL PACKED WITH MORE THAN 100 CUSTOMIZABLE CODE SNIPPETS QUICKLY CREATE SOLID GO CODE TO SOLVE JUST ABOUT ANY PROBLEM REGISTER YOUR BOOK AT INFORMIT COM REGISTER FOR CONVENIENT ACCESS TO DOWNLOADS UPDATES AND CORRECTIONS AS THEY BECOME AVAILABLE

SUCHEN SIE EINEN WEG ZUM GLÜCK FINDEN SIE 52 BESTSELLERAUTOR ROLF DOBELLI BIETET VIELLEICHT NEUE DENKANSTÄTZE FÜR IHR LEBEN WAS MACHT EIN GUTES LEBEN AUS ANSTATT EINE PAUSCHALANTWORT ZU GEBEN STELLT DIE KUNST DES GUTEN LEBENS EINEN UNVERZICHTBAREN WERKZEUGKASTEN FÜR DEN ALLTAG ZUSAMMEN DIE WELT IST KOMPLIZIERT UND WIRD IMMER KOMPLIZIERTER WARUM SOLLTE ES ALSO NUR EINEN WEG ZUM GLÜCK GEBEN DER SCHWEIZER PHILOSOPH ROLF DOBELLI HAT MIT SEINEM MILLIONEN BESTSELLER DIE KUNST DES GUTEN LEBENS EINEN ULTIMATIVEN UND KURZWEILIGEN DENKANSTOß FÜR MEHR SELBSTVERTRAUEN INS EIGENE HANDELN GESCHRIEBEN SEINE WERKZEUGE UND GEDANKENMODELLE SIND VOLLKOMMEN ERGEBNISOFFEN FÜR IHREN JEDOCH SEINE LESERINNEN UND LESER MIT KLAREM FOKUS ZU IHREM EIGENEN ZIEL WIE AUCH IMMER DIES AM ENDE AUSSIEHT ZWISCHEN PHILOSOPHIE MENTALEM TRAINING UND PRAXISERPROBEN TIPPS AUS SEINER ZEIT ALS CEO ENTWIRFT ROLF DOBELLI EINE LANDKARTE DES MODERNEN LEBENS DIE VIELE OPTIONEN ZULÄSST OHNE DASS SICH DER MENSCH DARIN VERLIEREN MUSS DOBELLIS RATSCHLÄGE UND ERKENNTNISSE SIND BESTENS FÜR DAS TÄGLICHE LEBEN GEEIGNET ANREGEND UND AUSGESPROCHEN GUT LESBAR THÄTIG RINGER ALLGEMEINE DIE KUNST DES GUTEN LEBENS RÜCKT DEM WIE GENAUSO VIEL PLATZ EIN WIE DEM WARUM UND FEIERT DIE MÖGLICHKEIT ZU SCHEITERN DENN GLÜCK KANN ALS ZIEL GENAUSO FALSCH DEFINIERT SEIN WIE DER WEG DAHIN AM ENDE DER LEKTÜRE SIND SIE ALSO NICHT ZWANGSLEBIG GLÜCKLICHER DOCH AUF JEDEN FALL AUF DER RICHTIGEN SPUR DIE BEWÄHRTE HERESCHEN DES SCHWEIZERS ROLF DOBELLI MACHEN NICHT NUR KLÄRER SONDERN TATSÄCHLICH GLÜCKLICHER DAS LIEGT AN SEINEN ANGENEHM UNAUFGEREGTEN PROFUNDEN RATSCHLÄGEN DER TAGESSPIEGEL ROLF DOBELLIS SACHBEWÄHRTER SIND ALLESAMT BESTSELLER UND WERDEN MILLIONENFACH IM DEUTSCHSPRACHIGEN RAUM VERKAUFT NEBEN DIE KUNST DES DIGITALEN LEBENS SIND BEI PIPER AUCH DIE KUNST DES KLAREN DENKENS UND DIE KUNST DES KLUGEN HANDELNS ERSCHIENEN

GO PROGRAMMING IN EASY STEPS HAS AN EASY TO FOLLOW STYLE THAT WILL APPEAL TO ANYONE WHO WANTS TO BEGIN CODING COMPUTER PROGRAMS WITH GOOGLE S GO PROGRAMMING LANGUAGE THE CODE IN THE LISTED STEPS WITHIN THE BOOK IS COLOR CODED MAKING IT EASIER FOR BEGINNERS TO GRASP YOU NEED HAVE NO PREVIOUS KNOWLEDGE OF ANY COMPUTER PROGRAMMING LANGUAGE SO IT S IDEAL FOR THE NEWCOMER GO PROGRAMMING IN EASY STEPS INSTRUCTS YOU HOW TO WRITE CODE TO CREATE YOUR OWN COMPUTER PROGRAMS IT CONTAINS SEPARATE CHAPTERS DEMONSTRATING HOW TO STORE INFORMATION IN DATA STRUCTURES HOW TO CONTROL PROGRAM FLOW USING CONTROL STRUCTURES AND HOW TO CREATE RE USABLE BLOCKS OF CODE IN PROGRAM FUNCTIONS THERE ARE COMPLETE STEP BY STEP EXAMPLE PROGRAMS THAT DEMONSTRATE EACH ASPECT OF CODING TOGETHER WITH SCREENSHOTS THAT ILLUSTRATE THE ACTUAL OUTPUT WHEN EACH PROGRAM IS EXECUTED GO PROGRAMMING IN EASY STEPS BEGINS BY EXPLAINING HOW TO EASILY CREATE A PROGRAMMING ENVIRONMENT ON YOUR OWN COMPUTER SO YOU CAN QUICKLY BEGIN TO CREATE YOUR OWN WORKING PROGRAMS BY COPYING THE BOOK S EXAMPLES AFTER DEMONSTRATING THE ESSENTIAL BUILDING BLOCKS OF COMPUTER PROGRAMMING IT DESCRIBES HOW TO USE DATA ABSTRACTION FOR OBJECT ORIENTED PROGRAMMING AND DEMONSTRATES HOW TO CODE GOROUTINES AND CHANNELS FOR CONCURRENCY IN YOUR PROGRAMS

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INTRODUCTION TO GO PROGRAMMING GO PROGRAMMING FUNDAMENTALS CONCURRENCY AND PARALLELISM IN GO DEVELOPMENT WITH GO ADVANCED GO PROGRAMMING REAL WORLD APPLICATIONS WITH GO COLLABORATION AND VERSION CONTROL WITH GO USING GO S STANDARD LIBRARY TO BUILD APPLICATIONS

DESCRIPTION GO HAS TRANSFORMED THE WAY DEVELOPERS BUILD SCALABLE HIGH PERFORMANCE APPLICATIONS WHETHER YOU ARE NEW TO IT OR AN EXPERIENCED DEVELOPER MASTERING ITS UNIQUE IDIOMS AND BEST PRACTICES IS CRUCIAL FOR WRITING CLEAN EFFICIENT AND PRODUCTION READY CODE THIS BOOK IS A COMPREHENSIVE GUIDE TO MASTERING GOLANG THAT BEGINS BY COVERING BASICS OF GOLANG WITH CONCEPTS LIKE SYNTAX CONCURRENCY AND ERROR HANDLING FURTHER THIS BOOK DISCUSSES THE KEY ASPECTS OF DATA ANALYSIS AND DEVOPS IT INTRODUCES WEB SCRAPING MACHINE LEARNING DATA HANDLING AND MANIPULATION PERFORMING EXPLORATORY DATA ANALYSIS ALL WITHIN THE GOLANG ECOSYSTEM FOR DEVOPS ENTHUSIASTS THIS BOOK HIGHLIGHTS HOW THE PERFORMANCE AND SIMPLICITY OF GOLANG MAKE IT A POWERFUL TOOL FOR CREATING AUTOMATION SCRIPTS MANAGING WORKFLOWS AND BUILDING CI CD PIPELINES IT WILL HELP YOU LEVERAGE GOLANG FOR BOTH DATA DRIVEN DECISIONS AND OPERATIONAL EFFICIENCY YOU WILL LEARN HOW GOLANG CAN PROCESS AND ANALYZE DATA COMPLEMENTING YOUR TOOLKIT IT WILL HELP YOU HARNESS GOLANG TO STREAMLINE DEPLOYMENT PROCESSES BUILD RELIABLE TOOLS AND AUTOMATE COMPLEX WORKFLOWS PACKED WITH REAL WORLD EXAMPLES AND EXPERT INSIGHTS THIS BOOK IS YOUR ULTIMATE RESOURCE FOR BECOMING A GO EXPERT WHETHER YOU ARE BUILDING WEB SERVICES AUTOMATING TASKS OR DIVING INTO AI THIS BOOK WILL EQUIP YOU WITH THE SKILLS TO WRITE EFFICIENT SCALABLE AND PRODUCTION READY APPLICATIONS WHAT YOU WILL LEARN MASTER GOLANG SYNTAX CONCURRENCY AND ERROR HANDLING FOR EFFICIENT CODE WRITE OPTIMIZED CONCURRENT GO PROGRAMS FOR REAL WORLD APPLICATIONS IMPLEMENT ERROR HANDLING AND LOGGING PRACTICES TO ENSURE ROBUST CODE CREATE REUSABLE MODULAR GOLANG PACKAGES FOR VARIOUS USE CASES ANALYZE AND MANIPULATE DATA USING THE GOLANG NATIVE LIBRARIES AND TOOLS THIS EDITION INTRODUCES WEB SCRAPING TECHNIQUES TO AUTOMATE DATA EXTRACTION FOR ANALYSIS OR PROCESSING COVERS DEVOPS APPLICATIONS LIKE BUILDING CI CD PIPELINES

AND AUTOMATING WORKFLOWS FOR OPERATIONAL EFFICIENCY WHO THIS BOOK IS FOR THIS BOOK IS IDEAL FOR DEVELOPERS DATA ANALYSTS OR DEVOPS ENGINEERS WITH A BASIC UNDERSTANDING OF PROGRAMMING CONCEPTS AND THOSE LOOKING TO EXPAND THEIR SKILLS IN GOLANG PRIOR EXPERIENCE WITH PROGRAMMING LANGUAGES LIKE PYTHON JAVA OR C WILL BE HELPFUL THOUGH BEGINNERS WITH A KEEN INTEREST IN LEARNING GO CAN ALSO BENEFIT FROM THE BOOK

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AN INSIGHTFUL GUIDE TO LEARNING THE GO PROGRAMMING LANGUAGE ABOUT THIS BOOK

INSIGHTFUL COVERAGE OF GO PROGRAMMING SYNTAX CONSTRUCTS AND IDIOMS TO HELP YOU UNDERSTAND GO CODE EFFECTIVELY

PUSH YOUR GO SKILLS WITH TOPICS SUCH AS DATA TYPES CHANNELS CONCURRENCY OBJECT ORIENTED GO TESTING AND NETWORK PROGRAMMING

EACH CHAPTER PROVIDES WORKING CODE SAMPLES THAT ARE DESIGNED TO HELP READER QUICKLY UNDERSTAND RESPECTIVE TOPIC

WHO THIS BOOK IS FOR IF YOU HAVE PRIOR EXPOSURE TO PROGRAMMING AND ARE INTERESTED IN LEARNING THE GO PROGRAMMING LANGUAGE THIS BOOK IS DESIGNED FOR YOU IT WILL QUICKLY RUN YOU THROUGH THE BASICS OF PROGRAMMING TO LET YOU EXPLOIT A NUMBER OF FEATURES OFFERED BY GO PROGRAMMING LANGUAGE

WHAT YOU WILL LEARN

INSTALL AND CONFIGURE THE GO DEVELOPMENT ENVIRONMENT TO QUICKLY GET STARTED WITH YOUR FIRST PROGRAM

USE THE BASIC ELEMENTS OF THE LANGUAGE INCLUDING SOURCE CODE STRUCTURE VARIABLES CONSTANTS AND CONTROL FLOW PRIMITIVES TO QUICKLY GET STARTED WITH GO

GAIN PRACTICAL INSIGHT INTO THE USE OF GO S TYPE SYSTEM INCLUDING BASIC AND COMPOSITE TYPES SUCH AS MAPS SLICES AND STRUCTS

USE INTERFACE TYPES AND TECHNIQUES SUCH AS EMBEDDING TO CREATE IDIOMATIC OBJECT ORIENTED PROGRAMS IN GO

DEVELOP EFFECTIVE FUNCTIONS THAT ARE ENCAPSULATED IN WELL ORGANIZED PACKAGE STRUCTURES WITH SUPPORT FOR ERROR HANDLING AND PANIC RECOVERY

IMPLEMENT GOROUTINE CHANNELS AND OTHER CONCURRENCY PRIMITIVES TO WRITE HIGHLY CONCURRENT AND SAFE GO CODE

WRITE TESTED AND BENCHMARKED CODE USING GO S BUILT TEST TOOLS

ACCESS OS RESOURCES BY CALLING C LIBRARIES AND INTERACT WITH PROGRAM ENVIRONMENT AT RUNTIME

IN DETAIL THE GO PROGRAMMING LANGUAGE HAS FIRMLY ESTABLISHED ITSELF AS A FAVORITE FOR BUILDING COMPLEX AND SCALABLE SYSTEM APPLICATIONS

GO OFFERS A DIRECT AND PRACTICAL APPROACH TO PROGRAMMING THAT LET PROGRAMMERS WRITE CORRECT AND PREDICTABLE CODE USING CONCURRENCY IDIOMS AND A FULL FEATURED STANDARD LIBRARY

THIS IS A STEP BY STEP PRACTICAL GUIDE FULL OF REAL WORLD EXAMPLES TO HELP YOU GET STARTED WITH GO IN NO TIME AT ALL

WE START OFF BY UNDERSTANDING THE FUNDAMENTALS OF GO FOLLOWED BY A DETAILED DESCRIPTION OF THE GO DATA TYPES PROGRAM STRUCTURES AND MAPS

AFTER THIS YOU LEARN HOW TO USE GO CONCURRENCY IDIOMS TO AVOID PITFALLS AND CREATE PROGRAMS THAT ARE EXACT IN EXPECTED BEHAVIOR

NEXT YOU WILL BE FAMILIARIZED WITH THE TOOLS AND LIBRARIES THAT ARE AVAILABLE IN GO FOR WRITING AND EXERCISING TESTS BENCHMARKING AND CODE COVERAGE

FINALLY YOU WILL BE ABLE TO UTILIZE SOME OF THE MOST IMPORTANT FEATURES OF GO SUCH AS NETWORK PROGRAMMING AND OS INTEGRATION TO BUILD EFFICIENT APPLICATIONS

ALL THE CONCEPTS ARE EXPLAINED IN A CRISP AND CONCISE MANNER AND BY THE END OF THIS BOOK YOU WOULD BE ABLE TO CREATE HIGHLY EFFICIENT PROGRAMS THAT YOU CAN DEPLOY OVER CLOUD

STYLE AND APPROACH THE BOOK IS WRITTEN TO SERVE AS A READER FRIENDLY STEP BY STEP GUIDE TO LEARNING THE GO PROGRAMMING LANGUAGE

EACH TOPIC IS SEQUENTIALLY INTRODUCED TO BUILD ON PREVIOUS MATERIALS COVERED

EVERY CONCEPT IS INTRODUCED WITH EASY TO FOLLOW CODE EXAMPLES THAT FOCUS ON MAXIMIZING THE

UNDERSTANDING OF THE TOPIC AT HAND

PYTHON IST EINE LEISTUNGSFÄHIGE MODERNE PROGRAMMIERSPRACHE SIE IST EINFACH ZU ERLERNEN UND MACHT SPAß IN DER ANWENDUNG MIT DIESEM BUCH UM SO MEHR PYTHON KINDERLEICHT MACHT DIE SPRACHE LEBENDIG UND ZEIGT DIR UND DEINEN ELTERN DIE WELT DER PROGRAMMIERUNG JASON R BRIGGS FÜHRT DICH SCHRITT FÜR SCHRITT DURCH DIE GRUNDLAGEN VON PYTHON DU EXPERIMENTIERST MIT EINZIGARTIGEN UND OFT URKOMISCHEN BEISPIELPROGRAMMEN BEI DENEN ES UM GEFRÄßIGE MONSTER GEHEIMAGENTEN ODER DIEBISCHE RABEN GEHT NEUE BEGRIFFE WERDEN ERKLÄRT DER PROGRAMMCODE IST FARBIG DARGESTELLT STRUKTURIERT UND MIT ERKLÄRUNGEN VERSEHEN WITZIGE ABBILDUNGEN ERHÖHEN DEN LERNSPAß JEDES KAPITEL ENDET MIT PROGRAMMIERTSELN AN DENEN DU DAS GELERNTES BENUND DEIN VERSTÄNDNIS VERTIEFEN KANNST AM ENDE DES BUCHES WIRST DU ZWEI KOMPLETTE SPIELE PROGRAMMIERT HABEN EINEN KLON DES BERÜHMTEHNEN PONG UND HERR STRICHMANN RENNT ZUM AUSGANG EIN PLATTFORMSPIEL MIT SPRINGEN ANIMATION UND VIELEM MEHR INDEM DU SEITE FÜR SEITE NEUE PROGRAMMIERABENTEUER BESTEHST WIRST DU IMMER MEHR ZUM ERFAHRENYEN PYTHON PROGRAMMIERER DU LERNST GRUNDLEGENDE DATENSTRUKTUREN WIE LISTEN TUPEL UND MAPS KENNEN DU ERFÜHRST WIE MAN MIT FUNKTIONEN UND MODULEN DEN PROGRAMMCODE ORGANISIEREN UND WIEDERVERWENDEN KANN DU WIRST MIT KONTROLLSTRUKTUREN WIE SCHLEIFEN UND BEDINGTEN ANWEISUNGEN VERTRAUT UND LERNST MIT OBJEKTEN UND METHODEN UMZUGEHEN DU ZEICHNEST FORMEN MIT DEM PYTHON MODUL TURTLE UND ERSTELLST SPIELE ANIMATIONEN UND ANDERE GRAFISCHE WUNDER MIT TKINTER UND PYTHON KINDERLEICHT MACHT AUCH FÜR ERWACHSENE DAS PROGRAMMIERENLERNEN ZUM KINDERSPIEL ALLE PROGRAMME FINDEST DU AUCH ZUM HERUNTERLADEN AUF DER WEBSITE

EMBARK ON YOUR GO PROGRAMMING JOURNEY WITH GO PROGRAMMING ESSENTIALS A COMPREHENSIVE GUIDE FOR DEVELOPERS AN INDISPENSABLE RESOURCE FOR MASTERING ONE OF THE MOST DYNAMIC AND EFFICIENT LANGUAGES IN THE TECH INDUSTRY THIS COMPREHENSIVE GUIDE IS CRAFTED TO TAKE BEGINNERS FROM FOUNDATIONAL CONCEPTS TO ADVANCED TOPICS WHILE REINFORCING THE UNDERSTANDING OF CORE PRINCIPLES FOR INTERMEDIATE DEVELOPERS ORGANIZED ACROSS TEN IN DEPTH CHAPTERS GO PROGRAMMING ESSENTIALS COVERS A WIDE ARRAY OF TOPICS INCLUDING SETTING UP YOUR GO ENVIRONMENT CRAFTING YOUR FIRST GO APPLICATION AND DELVING INTO ADVANCED SUBJECTS SUCH AS CONCURRENCY ERROR HANDLING AND WEB DEVELOPMENT WITH GO EACH CHAPTER METHODICALLY BUILDS ON THE PREVIOUS ONE GUIDING YOU THROUGH VARIABLES CONTROL STRUCTURES FUNCTIONS AND BEYOND TO ENSURE A ROBUST LEARNING EXPERIENCE WITH CLEAR EXPLANATIONS PRACTICAL EXAMPLES AND ENGAGING EXERCISES THIS GUIDE DEMYSTIFIES COMPLEX CONCEPTS MAKING GO ACCESSIBLE TO PROGRAMMERS AT ALL LEVELS WHETHER YOU ARE NEW TO PROGRAMMING OR AN ESTABLISHED DEVELOPER AIMING TO INCORPORATE GO INTO YOUR PROJECTS THIS BOOK PROVIDES THE KNOWLEDGE SKILLS AND BEST PRACTICES TO WRITE EFFECTIVE EFFICIENT AND ROBUST GO CODE EMBRACE THE FUTURE OF SOFTWARE DEVELOPMENT WITH GO PROGRAMMING ESSENTIALS A COMPREHENSIVE GUIDE FOR DEVELOPERS AND OPEN THE DOOR TO A MYRIAD OF PROGRAMMING POSSIBILITIES BEGIN YOUR PATH TO BECOMING A PROFICIENT GO DEVELOPER TODAY

HARNESS THE POWER OF GO THROUGH HANDS ON CODING EXAMPLES COVERING BASIC TO ADVANCED TOPICS LIKE MODULES DATABASE INTERFACING RESTFUL APIS CONCURRENCY AND BEYOND KEY FEATURES LEVERAGE GO S STANDARD LIBRARY THROUGH PRACTICAL EXAMPLES AND SIMPLIFY DEVELOPMENT TASKS USING BEST PRACTICES MASTER EFFECTIVE IDIOMATIC GO SYNTAX INCLUDING VARIABLES FUNCTIONS AND LOOPS TO HANDLE DATA BUILD FULLY FUNCTIONAL WEB APPLICATIONS WITH CAPABILITIES SUCH AS DATABASE CONNECTIVITY AND RESTFUL API CREATION PURCHASE OF THE

PRINT OR KINDLE BOOK INCLUDES A FREE PDF EBOOK BOOK DESCRIPTIONGO PROGRAMMING FROM BEGINNER TO PROFESSIONAL IS A COMPREHENSIVE GUIDE THAT TAKES YOUR PROFICIENCY IN THE GO PROGRAMMING LANGUAGE FROM NOVICE TO EXPERT STARTING WITH FUNDAMENTAL CONCEPTS THIS BOOK COVERS VARIABLES COMMAND LINE TOOLS AND WORKING WITH DATA BEFORE DELVING INTO ADVANCED CONCEPTS INCLUDING ERROR HANDLING INTERFACES AND GENERICS HARNESSING GO S LATEST FEATURES THROUGH HANDS ON EXERCISES ALONG THE WAY YOU LL LEARN TO STRUCTURE PROJECTS USING GO MODULES MANAGE PACKAGES EFFECTIVELY AND MASTER DEBUGGING TECHNIQUES AS YOU PROGRESS YOU LL GET TO GRIPS WITH PRACTICAL APPLICATION CENTRIC ASPECTS SUCH AS COMMAND LINE PROGRAMMING FILE MANIPULATION AND WORKING WITH SQL DATABASES ADDITIONALLY THE BOOK EXPLORES WEB SERVER DEVELOPMENT RESTFUL APIS AND UTILIZING THE GO HTTP CLIENT TO INTERACT WITH WEB APPLICATIONS FURTHER ENHANCING YOUR GO SKILLS YOU LL LEARN CONCURRENT PROGRAMMING TESTING METHODOLOGIES GO TOOLS AND HOW TO DEPLOY APPLICATIONS IN THE CLOUD THROUGHOUT THE BOOK YOU LL UNCOVER GO S HIDDEN GEMS AND GAIN INSIGHTS INTO TIME MANIPULATION BEST PRACTICES AND MORE BY THE END OF THIS BOOK YOU LL HAVE WORKED THROUGH PRACTICAL EXERCISES AND ACTIVITIES THAT LL EQUIP YOU WITH THE KNOWLEDGE AND SKILLS NEEDED TO EXCEL AS A PROFICIENT GO DEVELOPER PRIMED FOR SUCCESS IN REAL WORLD PROJECTS WHAT YOU WILL LEARN UNDERSTAND THE GO SYNTAX AND APPLY IT PROFICIENTLY TO HANDLE DATA AND WRITE FUNCTIONS DEBUG YOUR GO CODE TO TROUBLESHOOT DEVELOPMENT PROBLEMS SAFELY HANDLE ERRORS AND RECOVER FROM PANICS IMPLEMENT POLYMORPHISM USING INTERFACES AND GAIN INSIGHT INTO GENERICS WORK WITH FILES AND CONNECT TO POPULAR EXTERNAL DATABASES CREATE AN HTTP CLIENT AND SERVER AND WORK WITH A RESTFUL WEB API USE CONCURRENCY TO DESIGN EFFICIENT SOFTWARE USE GO TOOLS TO SIMPLIFY DEVELOPMENT AND IMPROVE YOUR CODE WHO THIS BOOK IS FOR DESIGNED FOR BOTH COMPLETE BEGINNERS IN GO AS WELL AS PROFESSIONALS TRANSITIONING FROM ANOTHER PROGRAMMING LANGUAGE THIS BOOK EQUIPS DEVELOPERS WITH SKILLS NEEDED TO BUILD REAL WORLD PROJECTS AND LAUNCH THEIR CAREER IN GO WITH A STEP BY STEP APPROACH BEGINNERS CAN GRASP GO FUNDAMENTALS EVEN WITHOUT PRIOR PROGRAMMING EXPERIENCE AND GRADUALLY ADVANCE TO IDIOMATIC GO BEST PRACTICES EXPLORING THE LATEST FEATURES OF THE LANGUAGE

TYPISCHE PROGRAMMIERAUFGABEN KREATIV LÖSEN AM BEISPIEL VON C VON DER AUFGABE ZUR LÖSUNG SO GEHEN SIE VOR PROBLEME ANALYSIEREN UND SCHRITTWEISE BEARBEITEN SYSTEMATISCHES VORGEHEN LERNEN UND ANWENDEN AUS DEM INHALT STRATEGIEN ZUR PROBLEMLÖSUNG EINGABEVERARBEITUNG STATUSVERFOLGUNG ARRAYS ZEIGER UND DYNAMISCHE SPEICHERVERWALTUNG KLASSEN REKURSION WIEDERVERWENDUNG VON CODE REKURSIVE UND ITERATIVE PROGRAMMIERUNG DENKEN WIE EIN PROGRAMMIERER DIE HERAUSFORDERUNG BEIM PROGRAMMIEREN BESTEHT NICHT IM ERLERNEN DER SYNTAX EINER BESTIMMTEN SPRACHE SONDERN IN DER FÄHIGKEIT AUF KREATIVE ART PROBLEME ZU LÖSEN IN DIESEM EINZIGARTIGEN BUCH WIDMET SICH DER AUTOR V ANTON SPRAUL GENAU JENEN FÄHIGKEITEN DIE IN NORMALEN LEHRBUCHERN EHER NICHT BEHANDELT WERDEN DIE FÄHIGKEIT WIE EIN PROGRAMMIERER ZU DENKEN UND AUFGABEN ZU LÖSEN IN DEN EINZELNEN KAPITELN BEHANDELT ER JEWEILS VERSCHIEDENE PROGRAMMIERKONZEPTE WIE BEISPIELSWEISE KLASSEN ZEIGER UND REKURSION UND FORDERT DEN LESER MIT ERWEITERBAREN ÜBUNGEN ZUR PRAKTISCHEN ANWENDUNG DES GELERNTEN AUF SIE LERNEN UNTER ANDEREM PROBLEME IN DISKRETE EINZELTEILE ZERLEGEN DIE SICH LEICHTER LÖSEN LASSEN FUNKTIONEN KLASSEN UND BIBLIOTHEKEN MÖGLICHT EFFIZIENT NUTZEN UND WIEDERHOLT VERWENDEN DIE PERFEKTE DATENSTRUKTUR FÜR EINE AUFGABENSTELLUNG AUSWÄHLEN ANSPRUCHSVOLLERE PROGRAMMIERTECHNIKEN WIE REKURSION UND DYNAMISCHEN SPEICHER EINSETZEN IHRE GEDANKEN ORDNET UND STRATEGIEN ENTWICKELN UM BESTIMMTE PROBLEMKATEGORIEN IN ANGRIFF ZU NEHMEN DIE BEISPIELE IM BUCH WERDEN MIT C GELÖST DIE DARGESTELLTEN KREATIVEN PROBLEMLÖSUNGSKONZEPTE GEHEN ABER WEIT JEBER DIE EINZELNEN PROGRAMMIERSPRACHEN UND OFT SOGAR JEBER DEN BEREICH DER INFORMATIK HINAUS DENN WIE DIE FÄHIGSTEN PROGRAMMIERER WISSEN HANDELT ES SICH

BEIM SCHREIBEN HERAUSRAGENDER QUELLTEXTES UM KREATIVE KUNST UND DER ERSTE SCHRITT AUF DEM WEG ZUM EIGENEN MEISTERWERK BESTEHT DARIN WIE EIN PROGRAMMIERER ZU DENKEN [?] BER DEN AUTOR V ANTON SPRUAL HAT [?] BER 15 JAHRE LANG VORLESUNGEN [?] BER DIE GRUNDLAGEN DER PROGRAMMIERUNG UND INFORMATIK GEHALTEN IN DIESEM BUCH FASST ER DIE VON IHM DABEI PERFEKTIONIERTEN VERFAHREN ZUSAMMEN ER IST AUCH AUTOR VON COMPUTER SCIENCE MADE SIMPLE

THIS BOOK PROVIDES THE READER WITH A COMPREHENSIVE OVERVIEW OF THE NEW OPEN SOURCE PROGRAMMING LANGUAGE GO IN ITS FIRST STABLE AND MAINTAINED RELEASE GO 1 FROM GOOGLE THE LANGUAGE IS DEVISED WITH JAVA C LIKE SYNTAX SO AS TO FEEL FAMILIAR TO THE BULK OF PROGRAMMERS TODAY BUT GO CODE IS MUCH CLEANER AND SIMPLER TO READ THUS INCREASING THE PRODUCTIVITY OF DEVELOPERS YOU WILL SEE HOW GO SIMPLIFIES PROGRAMMING WITH SLICES MAPS STRUCTS AND INTERFACES INCORPORATES FUNCTIONAL PROGRAMMING MAKES ERROR HANDLING EASY AND SECURE SIMPLIFIES CONCURRENT AND PARALLEL PROGRAMMING WITH GOROUTINES AND CHANNELS AND YOU WILL LEARN HOW TO MAKE USE OF GOS EXCELLENT STANDARD LIBRARY PROGRAM GO THE IDIOMATIC WAY USING PATTERNS AND BEST PRACTICES IN OVER 225 WORKING EXAMPLES AND 135 EXERCISES THIS BOOK FOCUSES ON THE ASPECTS THAT THE READER NEEDS TO TAKE PART IN THE COMING SOFTWARE REVOLUTION USING GO

INTENDED FOR SEASONED GO PROGRAMMERS WHO WANT TO PUT THEIR EXPERTISE IN GO TO USE TO SOLVE BIG REAL WORLD MODERN PROBLEMS WITH A BASIC UNDERSTANDING OF CHANNELS AND GOROUTINES YOU WILL HONE YOUR SKILLS TO BUILD TOOLS AND PROGRAMS THAT ARE QUICK AND SIMPLE YOU NEED NOT BE AN EXPERT IN DISTRIBUTED SYSTEMS OR TECHNOLOGIES IN ORDER TO DELIVER SOLUTIONS CAPABLE OF GREAT SCALE IT IS ASSUMED THAT YOU ARE FAMILIAR WITH THE BASIC CONCEPTS OF GO

SOLVE YOUR GO PROBLEMS USING A PROBLEM SOLUTION APPROACH EACH RECIPE IS A SELF CONTAINED ANSWER TO A PRACTICAL PROGRAMMING PROBLEM IN GO GO RECIPES CONTAINS RECIPES THAT DEAL WITH THE FUNDAMENTALS OF GO ALLOWING YOU TO BUILD SIMPLE RELIABLE AND EFFICIENT SOFTWARE OTHER TOPICS INCLUDE WORKING WITH DATA USING MODERN NOSQL DATABASES SUCH AS MONGODB AND RETHINKDB THE BOOK PROVIDES IN DEPTH GUIDANCE FOR BUILDING HIGHLY SCALABLE BACKEND APIS IN GO FOR YOUR MOBILE CLIENT APPLICATIONS AND WEB CLIENT APPLICATIONS ALL THIS MEANS THAT YOU LL BE ABLE TO WRITE PROGRAMS THAT GET THE MOST OUT OF MULTICORE AND NETWORKED MACHINES USING GO S NOVEL TYPE SYSTEM THAT ENABLES FLEXIBLE AND MODULAR PROGRAM CONSTRUCTION YOU LL SEE HOW TO TEST YOUR GO APPLICATIONS SO THEY ARE READY FOR DEPLOYMENT AS WELL AS LEARNING HOW TO WRITE HTTP SERVERS TO OFFER YOU MAXIMUM FLEXIBILITY WHEN DEALING WITH REMOTE CLIENTS WHAT YOU LL LEARN WORK WITH THE CORE FUNDAMENTALS OF GO PERSIST DATA INTO NOSQL DATABASES BUILD SCALABLE BACKEND APIS TEST YOUR GO APPLICATIONS CREATE HTTP WEB SERVERS IN GO WHO THIS BOOK IS FOR EXPERIENCED PROGRAMMERS WHO HAVE SOME OR NO PRIOR EXPERIENCE WITH GO

LEARNING THE NEW SYSTEM S PROGRAMMING LANGUAGE FOR ALL UNIX TYPE SYSTEMS ABOUT THIS BOOK LEARN HOW TO WRITE SYSTEM S LEVEL CODE IN GOLANG SIMILAR TO UNIX LINUX SYSTEMS CODE RAMP UP IN GO QUICKLY DEEP DIVE INTO GOROUTINES AND GO CONCURRENCY TO BE ABLE TO TAKE ADVANTAGE OF GO SERVER LEVEL CONSTRUCTS WHO THIS BOOK IS FOR INTERMEDIATE LINUX AND GENERAL UNIX PROGRAMMERS NETWORK PROGRAMMERS FROM BEGINNERS TO ADVANCED PRACTITIONERS C AND C PROGRAMMERS INTERESTED IN DIFFERENT APPROACHES TO CONCURRENCY AND LINUX SYSTEMS PROGRAMMING WHAT YOU WILL LEARN EXPLORE THE GO LANGUAGE FROM THE STANDPOINT OF A DEVELOPER CONVERSANT WITH UNIX LINUX AND SO ON

UNDERSTAND GOROUTINES THE LIGHTWEIGHT THREADS USED FOR SYSTEMS AND CONCURRENT APPLICATIONS LEARN HOW TO TRANSLATE UNIX AND LINUX SYSTEMS CODE IN C TO GOLANG CODE HOW TO WRITE FAST AND LIGHTWEIGHT SERVER CODE DIVE INTO CONCURRENCY WITH GO WRITE LOW LEVEL NETWORKING CODE IN DETAIL GO IS THE NEW SYSTEMS PROGRAMMING LANGUAGE FOR LINUX AND UNIX SYSTEMS IT IS ALSO THE LANGUAGE IN WHICH SOME OF THE MOST PROMINENT CLOUD LEVEL SYSTEMS HAVE BEEN WRITTEN SUCH AS DOCKER WHERE C PROGRAMMERS USED TO RULE GO PROGRAMMERS ARE IN DEMAND TO WRITE HIGHLY OPTIMIZED SYSTEMS PROGRAMMING CODE CREATED BY SOME OF THE ORIGINAL DESIGNERS OF C AND UNIX GO EXPANDS THE SYSTEMS PROGRAMMERS TOOLKIT AND ADDS A MATURE CLEAR PROGRAMMING LANGUAGE TRADITIONAL SYSTEM APPLICATIONS BECOME EASIER TO WRITE SINCE POINTERS ARE NOT RELEVANT AND GARBAGE COLLECTION HAS TAKEN AWAY THE MOST PROBLEMATIC AREA FOR LOW LEVEL SYSTEMS CODE MEMORY MANAGEMENT THIS BOOK OPENS UP THE WORLD OF HIGH PERFORMANCE UNIX SYSTEM APPLICATIONS TO THE BEGINNING GO PROGRAMMER IT DOES NOT GET STUCK ON SINGLE SYSTEMS OR EVEN SYSTEM TYPES BUT TRIES TO EXPAND THE ORIGINAL TEACHINGS FROM UNIX SYSTEM LEVEL PROGRAMMING TO ALL TYPES OF SERVERS THE CLOUD AND THE WEB STYLE AND APPROACH THIS IS THE FIRST BOOK TO INTRODUCE LINUX AND UNIX SYSTEMS PROGRAMMING IN GO A FIELD FOR WHICH GO HAS ACTUALLY BEEN DEVELOPED IN THE FIRST PLACE

DESCRIPTION THIS BOOK IS A COMPREHENSIVE GUIDE TO MASTERING GOLANG ONE OF THE MOST EFFICIENT AND DEVELOPER FRIENDLY PROGRAMMING LANGUAGES AVAILABLE TODAY IT IS DESIGNED TO HELP DEVELOPERS SOFTWARE ENGINEERS AND TECH ENTHUSIASTS ALIKE TO BUILD HIGH PERFORMANCE SECURE AND SCALABLE APPLICATIONS USING GO THIS BOOK INTRODUCES YOU TO GO PROGRAMMING FOCUSING ON EFFICIENT SOFTWARE DEVELOPMENT WHILE ADDRESSING COMMON CHALLENGES IT STARTS WITH GO INSTALLATION SETTING UP THE VIM IDE AND CORE CONCEPTS LIKE CONCURRENCY USING GOROUTINES AND CHANNELS YOU WILL EXPLORE ADVANCED TOPICS INCLUDING DATA STRUCTURES ALGORITHMS HIGH PERFORMANCE NETWORKING AND BUILDING SECURE APPLICATIONS THE BOOK ALSO COVERS ESSENTIAL DEPLOYMENT STRATEGIES LIKE MICROSERVICES AND CI CD PIPELINES ALONG WITH EXPERT TECHNIQUES FOR DEBUGGING AND ERROR HANDLING IT CONCLUDES WITH A DETAILED CASE STUDY A REVIEW OF GO BASICS AND A QUICK REFERENCE CHEAT SHEET GIVING YOU PRACTICAL TOOLS TO MASTER GO PROGRAMMING AND TACKLE REAL WORLD PROJECTS WITH CONFIDENCE BY THE END OF THIS BOOK YOU WILL BE WELL VERSED IN GOLANG S CAPABILITIES ALLOWING YOU TO CONFIDENTLY APPLY THE LANGUAGE TO YOUR JOB ROLES IN SOFTWARE DEVELOPMENT BACKEND ENGINEERING AND SYSTEM DESIGN THIS BOOK IS AN ESSENTIAL RESOURCE FOR ANYONE LOOKING TO LEVERAGE GOLANG TO BUILD ROBUST HIGH PERFORMING APPLICATIONS IN A VARIETY OF PROFESSIONAL SETTINGS KEY FEATURES COMPREHENSIVE GUIDE TO GOLANG COVERING BASIC TO ADVANCED PROGRAMMING CONCEPTS IN DEPTH FOCUS ON CONCURRENCY NETWORKING SECURITY AND ERROR HANDLING IN GO PRACTICAL INSIGHTS FOR BUILDING HIGH PERFORMANCE SCALABLE AND SECURE APPLICATIONS WHAT YOU WILL LEARN SET UP AND CONFIGURE A GO DEVELOPMENT ENVIRONMENT USING VIM IDE LEVERAGE GO S CONCURRENCY MODEL TO BUILD HIGH PERFORMANCE APPLICATIONS IMPLEMENT EFFICIENT DATA STRUCTURES TO OPTIMIZE YOUR GO PROGRAMS DEVELOP SECURE APPLICATIONS BY FOLLOWING GO S BEST SECURITY PRACTICES DEPLOY GO APPLICATIONS EFFICIENTLY FOR PRODUCTION ENVIRONMENTS APPLY ADVANCED ERROR HANDLING AND DEBUGGING TECHNIQUES FOR STABILITY WHO THIS BOOK IS FOR THIS BOOK IS PRIMARILY INTENDED FOR SOFTWARE DEVELOPERS AND ENGINEERS WHO ARE INTERESTED IN LEARNING AND MASTERING THE GO PROGRAMMING LANGUAGE PRIOR EXPERIENCE WITH PROGRAMMING IN ANY LANGUAGE IS BENEFICIAL BUT NOT STRICTLY REQUIRED TABLE OF CONTENTS 1 INTRODUCTION TO GOLANG 2 SETTING UP ENVIRONMENT FOR VIM IDE 3 INTRODUCTION TO LEVERAGING CONCURRENCY IN GO 4 DATA STRUCTURES IN GO 5 TRANSLATING EXISTING CODE INTO CLEAN CODE 6 HIGH PERFORMANCE NETWORKING WITH GO 7 DEVELOPING SECURE APPLICATIONS WITH GO 8 DEPLOYMENT 9 ADVANCED ERROR HANDLING AND DEBUGGING TECHNIQUES 10 CRASH COURSE AND BEST PRACTICES IN GO PROGRAMMING APPENDIX THE

FINAL WORD

CREATE A REAL WORLD APPLICATION IN GO AND EXPLORE VARIOUS FRAMEWORKS AND METHODOLOGIES FOR FULL STACK DEVELOPMENT KEY FEATURES BUILD A RESPONSIVE FRONT END BY USING THE POWERFUL REACT FRAMEWORK BUILD WEB APIS AND MIDDLEWARE IN THE GO LANGUAGE BY MAKING USE OF THE POPULAR GIN FRAMEWORK BUILD AN ISOMORPHIC GO REACT APPLICATION VIA GOPHERJS PERFORM UNIT TESTS AND BENCHMARKING ON YOUR WEB API BOOK DESCRIPTION THE GO PROGRAMMING LANGUAGE HAS BEEN RAPIDLY ADOPTED BY DEVELOPERS FOR BUILDING WEB APPLICATIONS WITH ITS IMPRESSIVE PERFORMANCE AND EASE OF DEVELOPMENT GO ENJOYS THE SUPPORT OF A WIDE VARIETY OF OPEN SOURCE FRAMEWORKS FOR BUILDING SCALABLE AND HIGH PERFORMANT WEB SERVICES AND APPS HANDS ON FULL STACK DEVELOPMENT WITH GO IS A COMPREHENSIVE GUIDE THAT COVERS ALL ASPECTS OF FULL STACK DEVELOPMENT WITH GO THIS CLEARLY WRITTEN EXAMPLE RICH BOOK BEGINS WITH A PRACTICAL EXPOSURE TO GO DEVELOPMENT AND MOVES ON TO BUILD A FRONTEND WITH THE POPULAR REACT FRAMEWORK FROM THERE YOU WILL BUILD RESTFUL WEB APIS UTILIZING THE GIN FRAMEWORK AFTER THAT WE WILL DIVE DEEPER INTO IMPORTANT SOFTWARE BACKEND CONCEPTS SUCH AS CONNECTING TO THE DATABASE VIA AN ORM DESIGNING ROUTES FOR YOUR SERVICES SECURING YOUR SERVICES AND EVEN CHARGING CREDIT CARDS VIA THE POPULAR STRIPE API WE WILL ALSO COVER HOW TO TEST AND BENCHMARK YOUR APPLICATIONS EFFICIENTLY IN A PRODUCTION ENVIRONMENT IN THE CONCLUDING CHAPTERS WE WILL COVER ISOMORPHIC DEVELOPMENTS IN PURE GO BY LEARNING ABOUT GOPHERJS AS YOU PROGRESS THROUGH THE BOOK YOU LL GRADUALLY BUILD A MUSICAL INSTRUMENT ONLINE STORE APPLICATION FROM SCRATCH BY THE END OF THE BOOK YOU WILL BE CONFIDENT IN TAKING ON FULL STACK WEB APPLICATIONS IN GO WHAT YOU WILL LEARN UNDERSTAND GO PROGRAMMING BY BUILDING A REAL WORLD APPLICATION LEARN THE REACT FRAMEWORK TO DEVELOP A FRONTEND FOR YOUR APPLICATION UNDERSTAND ISOMORPHIC WEB DEVELOPMENT UTILIZING THE GOPHERJS FRAMEWORK EXPLORE METHODS TO WRITE RESTFUL WEB APIS IN GO USING THE GIN FRAMEWORK LEARN PRACTICAL TOPICS SUCH AS ORM LAYERS SECURE COMMUNICATIONS AND STRIPE S API LEARN METHODS TO BENCHMARK AND TEST WEB APIS IN GO WHO THIS BOOK IS FOR HANDS ON FULL STACK DEVELOPMENT WITH GO WILL APPEAL TO DEVELOPERS WHO ARE LOOKING TO START BUILDING AMAZING FULL STACK WEB APPLICATIONS IN GO BASIC KNOWHOW OF GO LANGUAGE AND JAVASCRIPT IS EXPECTED THE BOOK TARGETS WEB DEVELOPERS WHO ARE LOOKING TO MOVE TO THE GO LANGUAGE

GO COMMONLY REFERRED TO AS GOLANG IS A PROGRAMMING LANGUAGE INITIALLY DEVELOPED AT GOOGLE IN 2007 THIS BOOK HELPS YOU TO GET STARTED WITH GO PROGRAMMING IT DESCRIBES ALL THE ELEMENTS OF THE LANGUAGE AND ILLUSTRATES THEIR USE WITH CODE EXAMPLES THE FOLLOWING IS HIGHLIGHT TOPICS IN THIS BOOK DEVELOPMENT ENVIRONMENT GO PROGRAMMING LANGUAGE ARRAYS SLICES AND MAPS FUNCTIONS POINTERS STRUCTS AND METHODS STRING OPERATIONS FILE OPERATIONS ERROR HANDLING AND LOGGING BUILDING OWN GO PACKAGE CONCURRENCY ENCODING HASHING AND CRYPTOGRAPHY DATABASE PROGRAMMING SOCKET PROGRAMMING

PROGRAMMING LANGUAGE EXPLORATIONS HELPS ITS READERS GAIN PROFICIENCY IN PROGRAMMING LANGUAGE PRACTICE AND THEORY BY PRESENTING BOTH EXAMPLE FOCUSED CHAPTER LENGTH EXPLORATIONS OF FOURTEEN IMPORTANT PROGRAMMING LANGUAGES AND DETAILED DISCUSSIONS OF THE MAJOR CONCEPTS TRANSCENDING MULTIPLE LANGUAGES A LANGUAGE BY LANGUAGE APPROACH IS SANDWICHED BETWEEN AN INTRODUCTORY CHAPTER THAT MOTIVATES AND LAYS OUT THE MAJOR CONCEPTS OF THE FIELD AND A FINAL CHAPTER THAT BRINGS TOGETHER ALL THAT WAS LEARNED IN THE MIDDLE CHAPTERS INTO A COHERENT AND ORGANIZED VIEW OF THE FIELD EACH OF THE FEATURED LANGUAGES IN THE MIDDLE CHAPTERS IS INTRODUCED WITH A

COMMON TRIO OF EXAMPLE PROGRAMS AND FOLLOWED BY A TOUR OF ITS BASIC LANGUAGE FEATURES AND COVERAGE OF INTERESTING ASPECTS FROM ITS TYPE SYSTEM FUNCTIONAL FORMS SCOPING RULES CONCURRENCY PATTERNS AND METAPROGRAMMING FACILITIES THESE CHAPTERS ARE FOLLOWED BY A BRIEF TOUR OF OVER 40 ADDITIONAL LANGUAGES DESIGNED TO ENHANCE THE READER S APPRECIATION OF THE BREADTH OF THE PROGRAMMING LANGUAGE LANDSCAPE AND TO MOTIVATE FURTHER STUDY TARGETED TO BOTH PROFESSIONALS AND ADVANCED COLLEGE UNDERGRADUATES LOOKING TO EXPAND THE RANGE OF LANGUAGES AND PROGRAMMING PATTERNS THEY CAN APPLY IN THEIR WORK AND STUDIES THE BOOK PAYS ATTENTION TO MODERN PROGRAMMING PRACTICES KEEPS A FOCUS ON CUTTING EDGE PROGRAMMING PATTERNS AND PROVIDES MANY RUNNABLE EXAMPLES ALL OF WHICH ARE AVAILABLE IN THE BOOK S COMPANION GITHUB REPOSITORY THE COMBINATION OF CONCEPTUAL OVERVIEWS WITH EXPLORATORY EXAMPLE FOCUSED COVERAGE OF INDIVIDUAL PROGRAMMING LANGUAGES PROVIDES ITS READERS WITH THE FOUNDATION FOR MORE EFFECTIVELY AUTHORIZING PROGRAMS PROMPTING AI PROGRAMMING ASSISTANTS AND PERHAPS MOST IMPORTANTLY LEARNING AND CREATING NEW LANGUAGES

AN EASY TO UNDERSTAND GUIDE THAT HELPS YOU GET FAMILIAR WITH THE BASICS AND ADVANCED CONCEPTS IN GOLANG [?] KEY FEATURES[?] [?] EVERYTHING YOU NEED TO KNOW ON HOW TO USE GO PROGRAMMING ILLUSTRATED EXAMPLES ON GO FUNCTIONS CONTROL FLOWS AND ARRAYS DEEP DIVE INTO SLICES MAPS STRUCTS ERROR HANDLING AND CONCURRENCY IN GOLANG DESCRIPTION HANDS ON GO PROGRAMMING IS DESIGNED TO GET YOU UP AND RUNNING AS FAST AS POSSIBLE WITH GO YOU WILL NOT JUST LEARN THE BASICS BUT GET INTRODUCED TO HOW TO USE ADVANCED FEATURES OF GOLANG THE BOOK BEGINS WITH THE BASIC CONCEPTS OF DATA TYPES CONSTANTS VARIABLES OPERATORS REASSIGNMENT AND REDECLARATION MOVING AHEAD WE EXPLORE AND LEARN THE USE OF FUNCTIONS CONTROL FLOWS ARRAYS SLICES MAPS AND STRUCTS USING SOME GREAT EXAMPLES AND ILLUSTRATIONS WE THEN GET TO KNOW ABOUT METHODS IN GOLANG FURTHERMORE WE LEARN ABOUT COMPLEX ASPECTS OF GOLANG SUCH AS INTERFACES POINTERS CONCURRENCY AND ERROR HANDLING BY THE END YOU WILL BE FAMILIAR WITH BOTH THE BASICS AND ADVANCED CONCEPTS OF GO AND START DEVELOPING CRITICAL PROGRAMS WORKING USING THIS LANGUAGE [?] WHAT YOU WILL LEARN[?] LEARN GOLANG SYNTAXES CONTROL STRUCTURES AND ERROR HANDLING IN DEPTH LEARN TO DECLARE CREATE AND MODIFY SLICES MAPS AND STRUCT IN GO BUILD YOUR OWN CONCURRENT PROGRAMS WITH GOROUTINES AND CHANNELS DEEP DIVE INTO ERROR HANDLING IN GOLANG WHO THIS BOOK IS FOR[?] ANYONE WHO KNOWS BASIC PROGRAMMING CAN USE THIS BOOK TO UPSKILL THEMSELVES IN GOLANG THIS BOOK IS ALSO FOR ENGINEERING STUDENTS IT SOFTWARE PROFESSIONALS AND EXISTING GO PROGRAMMERS ARCHITECTS AND DEVELOPERS WORKING IN CLOUD NETWORKING AND DEVOPS CAN USE THIS BOOK TO LEARN GO PROGRAMMING AND APPLY THE KNOWLEDGE GAINED TO DESIGN AND BUILD SOLUTIONS IN THEIR RESPECTIVE DOMAINS [?] TABLE OF CONTENTS 1 CHAPTER 1 INTRODUCTION 2 CHAPTER 2 FUNCTIONS 3 CHAPTER 3 CONTROL FLOWS 4 CHAPTER 4 ARRAYS 5 CHAPTER 5 SLICES 6 CHAPTER 6 MAPS 7 CHAPTER 7 STRUCTS 8 CHAPTER 8 METHODS 9 CHAPTER 9 INTERFACES 10 CHAPTER 10 POINTERS[?] 11 CHAPTER 11 CONCURRENCY[?] 12 CHAPTER 12 ERROR HANDLING

DER NEUE THOMAS PITT KRIMI ALS DEUTSCHE ERSTAUSGABE LONDON 1897 IN EINER EISIGEN WINTERNACHT VERSCHWINDET KITTY DIE ZOFE DER EHRW[?] RDIGEN FAMILIE KYNASTON ZUR[?] CK BLEIBEN NUR EINIGE HAARE VON IHR UND BLUT DA MR KYNASTON HOCHSENSIBLE MILIT[?] RISCHGEHEIMNISSE H[?] TET [?] BERNIMMT THOMAS PITT ALS CHEF DES STAATSSCHUTZES DEN FALL ER SP[?] RT DASS DER KYNASTON ETWAS ZU VERBERGEN SUCHT KOMMT ABER MIT DEN ERMITTLUNGEN NICHT WEITER BIS EINE SCHRECKLICH ZUGERICHTETE LEICHE AUFTAUCHT

HEY IT'S ALEC STOVARI AFTER THE AMAZING RESPONSE TO MY FIRST BOOK GOLANG TIDBITS I KNEW I HAD TO BRING YOU SOMETHING EVEN MORE POWERFUL IF YOU LOVED THE FIRST ONE YOU'RE GOING TO CRUSH IT WITH THIS THIS ISN'T JUST ANOTHER GO BOOK IT'S THE ONE YOU'LL NEED INSIDE YOU'LL FIND 600 PAGES PACKED WITH HANDS ON CODING INSTRUCTIONS TUTORIALS AND ADVANCED TECHNIQUES FROM MASTERING GO FUZZING TO HANDLING DEPENDENCIES MANAGING MULTI-MODULE WORKSPACES AND SECURING YOUR CODE THIS BOOK HAS IT ALL IT'S DESIGNED TO GIVE YOU EVERYTHING YOU NEED SO YOU WON'T NEED TO PICK UP ANOTHER GO BOOK AFTER THIS IF YOU'RE SERIOUS ABOUT MASTERING GO THIS IS THE ULTIMATE GUIDE GET READY TO TAKE YOUR GO SKILLS TO THE NEXT LEVEL

LEVERAGE CORE FUNCTIONAL PROGRAMMING (FP) CONCEPTS TO WRITE MORE MAINTAINABLE AND TESTABLE CODE IN GO PURCHASE OF THE PRINT OR KINDLE BOOK INCLUDES A FREE PDF EBOOK KEY FEATURES LEARN FUNCTIONAL PROGRAMMING TECHNIQUES AT THE ARCHITECTURAL LEVEL AND USE THEM TO SOLVE REAL-WORLD PROBLEMS UNDERSTAND HOW TO THINK ABOUT CODE FUNCTIONALLY LEARN ABOUT THE TRADE-OFFS OF FUNCTIONAL PROGRAMMING AND OBJECT-ORIENTED PROGRAMMING (OOP) IN GO BOOK DESCRIPTION WHILE GO IS A MULTI-PARADIGM LANGUAGE THAT GIVES YOU THE OPTION TO CHOOSE WHICHEVER PARADIGM WORKS BEST FOR THE PARTICULAR PROBLEM YOU AIM TO SOLVE IT SUPPORTS FEATURES THAT ENABLE YOU TO APPLY FUNCTIONAL PRINCIPLES IN YOUR CODE IN THIS BOOK YOU'LL LEARN ABOUT CONCEPTS CENTRAL TO THE FUNCTIONAL PROGRAMMING PARADIGM AND HOW AND WHEN TO APPLY FUNCTIONAL PROGRAMMING TECHNIQUES IN GO STARTING WITH THE BASIC CONCEPTS OF FUNCTIONAL PROGRAMMING THIS GOLANG BOOK WILL HELP YOU DEVELOP A DEEPER UNDERSTANDING OF FIRST-CLASS FUNCTIONS IN THE SUBSEQUENT CHAPTERS YOU'LL GAIN A MORE COMPREHENSIVE VIEW OF THE TECHNIQUES AND METHODS USED IN FUNCTIONAL LANGUAGES SUCH AS FUNCTION CURRYING PARTIAL APPLICATION AND HIGHER-ORDER FUNCTIONS YOU'LL THEN BE ABLE TO APPLY FUNCTIONAL DESIGN PATTERNS FOR SOLVING COMMON PROGRAMMING CHALLENGES AND EXPLORE HOW TO APPLY CONCURRENCY MECHANISMS TO FUNCTIONAL PROGRAMMING BY THE END OF THIS BOOK YOU'LL BE READY TO IMPROVE YOUR CODE BASES BY APPLYING FUNCTIONAL PROGRAMMING TECHNIQUES IN GO TO WRITE CLEANER SAFER AND BUG-FREE CODE WHAT YOU WILL LEARN GAIN A DEEPER UNDERSTANDING OF FUNCTIONAL PROGRAMMING THROUGH PRACTICAL EXAMPLES BUILD A SOLID FOUNDATION IN CORE FP CONCEPTS AND SEE HOW THEY APPLY TO GO CODE DISCOVER HOW FP CAN IMPROVE THE TESTABILITY OF YOUR CODE BASE APPLY FUNCTIONAL DESIGN PATTERNS FOR PROBLEM SOLVING UNDERSTAND WHEN TO CHOOSE AND NOT CHOOSE FP CONCEPTS DISCOVER THE BENEFITS OF FUNCTIONAL PROGRAMMING WHEN DEALING WITH CONCURRENT CODE WHO THIS BOOK IS FOR IF YOU ARE A GO ENGINEER WITH A BACKGROUND IN TRADITIONALLY OBJECT-ORIENTED LANGUAGES SUCH AS JAVA OR C AND WANT TO BROADEN YOUR KNOWLEDGE OF FUNCTIONAL PROGRAMMING THIS BOOK IS FOR YOU

RECOGNIZING THE PRETENSION WAYS TO GET THIS BOOK **THE GO PROGRAMMING LANGUAGE** IS ADDITIONALLY USEFUL. YOU HAVE REMAINED IN RIGHT SITE TO START GETTING THIS INFO. ACQUIRE THE THE GO PROGRAMMING LANGUAGE LINK THAT WE ALLOW HERE AND CHECK OUT THE LINK. YOU COULD BUY LEAD THE GO

PROGRAMMING LANGUAGE OR GET IT AS SOON AS FEASIBLE. YOU COULD QUICKLY DOWNLOAD THIS THE GO PROGRAMMING LANGUAGE AFTER GETTING DEAL. SO, LIKE YOU REQUIRE THE EBOOK SWIFTLY, YOU CAN STRAIGHT GET IT. ITS CORRESPONDINGLY CERTAINLY EASY AND SO FATS, ISN'T IT? YOU HAVE TO FAVOR TO IN

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M AWAD.

AN AESTHETICALLY APPEALING AND USER-FRIENDLY INTERFACE SERVES AS THE CANVAS UPON WHICH THE GO PROGRAMMING LANGUAGE DEPICTS ITS LITERARY MASTERPIECE. THE WEBSITE'S DESIGN IS A REFLECTION OF THE THOUGHTFUL CURATION OF CONTENT, PROVIDING AN EXPERIENCE THAT IS BOTH VISUALLY APPEALING AND FUNCTIONALLY INTUITIVE. THE BURSTS OF COLOR AND IMAGES COALESCE WITH THE INTRICACY OF LITERARY CHOICES, CREATING A SEAMLESS JOURNEY FOR EVERY VISITOR.

COMMUNITY ENGAGEMENT: WE CHERISH OUR COMMUNITY OF READERS. INTERACT WITH US ON SOCIAL MEDIA, EXCHANGE YOUR FAVORITE READS, AND PARTICIPATE IN A GROWING COMMUNITY COMMITTED ABOUT LITERATURE.

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APPS: GOODREADS, LIBRARYTHING, AND BOOK CATALOGUE ARE POPULAR APPS FOR TRACKING YOUR READING PROGRESS AND MANAGING BOOK COLLECTIONS. SPREADSHEETS: YOU CAN CREATE YOUR OWN SPREADSHEET TO TRACK BOOKS READ, RATINGS, AND OTHER DETAILS.

2. HOW DO I TAKE CARE OF THE GO PROGRAMMING LANGUAGE BOOKS? STORAGE: KEEP THEM AWAY FROM DIRECT SUNLIGHT AND IN A DRY ENVIRONMENT. HANDLING: AVOID FOLDING PAGES, USE BOOKMARKS, AND HANDLE THEM WITH CLEAN HANDS. CLEANING: GENTLY DUST THE COVERS AND PAGES OCCASIONALLY.
3. HOW DO I CHOOSE A THE GO PROGRAMMING LANGUAGE BOOK TO READ? GENRES: CONSIDER THE GENRE YOU ENJOY (FICTION, NON-FICTION, MYSTERY, SCI-FI, ETC.). RECOMMENDATIONS: ASK FRIENDS, JOIN BOOK CLUBS, OR EXPLORE ONLINE REVIEWS AND RECOMMENDATIONS. AUTHOR: IF YOU LIKE A PARTICULAR AUTHOR, YOU MIGHT ENJOY MORE OF THEIR WORK.
4. CAN I READ THE GO PROGRAMMING LANGUAGE

BOOKS FOR FREE? PUBLIC DOMAIN BOOKS: MANY CLASSIC BOOKS ARE AVAILABLE FOR FREE AS THEY'RE IN THE PUBLIC DOMAIN. FREE E-BOOKS: SOME WEBSITES OFFER FREE E-BOOKS LEGALLY, LIKE PROJECT GUTENBERG OR OPEN LIBRARY.

5. WHAT ARE THE DIFFERENT BOOK FORMATS AVAILABLE? HARDCOVER: STURDY AND DURABLE, USUALLY MORE EXPENSIVE. PAPERBACK: CHEAPER, LIGHTER, AND MORE PORTABLE THAN HARDCOVERS. E-BOOKS: DIGITAL BOOKS AVAILABLE FOR E-READERS LIKE KINDLE OR SOFTWARE LIKE APPLE BOOKS, KINDLE, AND GOOGLE PLAY BOOKS.
6. HOW DO I SUPPORT AUTHORS OR THE BOOK INDUSTRY? BUY BOOKS: PURCHASE BOOKS FROM AUTHORS OR INDEPENDENT BOOKSTORES. REVIEWS: LEAVE REVIEWS ON PLATFORMS LIKE GOODREADS OR AMAZON. PROMOTION: SHARE YOUR FAVORITE BOOKS ON SOCIAL MEDIA OR RECOMMEND THEM TO FRIENDS.
7. WHERE CAN I BUY THE GO PROGRAMMING LANGUAGE BOOKS? BOOKSTORES: PHYSICAL BOOKSTORES LIKE BARNES & NOBLE, WATERSTONES, AND INDEPENDENT LOCAL STORES.

ONLINE RETAILERS: AMAZON, BOOK DEPOSITORY, AND VARIOUS ONLINE BOOKSTORES OFFER A WIDE RANGE OF BOOKS IN PHYSICAL AND DIGITAL FORMATS.

8. WHAT ARE THE GO PROGRAMMING LANGUAGE AUDIOBOOKS, AND WHERE CAN I FIND THEM? AUDIOBOOKS: AUDIO RECORDINGS OF BOOKS, PERFECT FOR LISTENING WHILE COMMUTING OR MULTITASKING. PLATFORMS: AUDIBLE, LIBRIVOX, AND GOOGLE PLAY BOOKS OFFER A WIDE SELECTION OF AUDIOBOOKS.
9. CAN I BORROW BOOKS WITHOUT BUYING THEM? PUBLIC LIBRARIES: LOCAL LIBRARIES OFFER A WIDE RANGE OF BOOKS FOR BORROWING. BOOK SWAPS: COMMUNITY BOOK EXCHANGES OR ONLINE PLATFORMS WHERE PEOPLE EXCHANGE BOOKS.
10. ARE THERE BOOK CLUBS OR READING COMMUNITIES I CAN JOIN? LOCAL CLUBS: CHECK FOR LOCAL BOOK CLUBS IN LIBRARIES OR COMMUNITY CENTERS. ONLINE COMMUNITIES: PLATFORMS LIKE GOODREADS HAVE VIRTUAL BOOK CLUBS AND DISCUSSION GROUPS.

20 of 100.00: A Deeper Dive into Percentages and Their Practical Implications

WE ENCOUNTER PERCENTAGES DAILY, FROM SALE DISCOUNTS TO INTEREST RATES, YET HOW OFTEN DO WE TRULY UNDERSTAND THE UNDERLYING MATHEMATICS AND THEIR REAL-WORLD IMPLICATIONS? CONSIDER THIS SEEMINGLY SIMPLE STATEMENT: "20 OF 100.00." IT'S A STRAIGHTFORWARD REPRESENTATION OF A PERCENTAGE, BUT BENEATH ITS SIMPLICITY LIES A WORLD OF PRACTICAL APPLICATIONS AND NUANCED INTERPRETATIONS. THIS ARTICLE AIMS TO DELVE INTO THIS SEEMINGLY SIMPLE FRACTION, ILLUMINATING ITS DIVERSE APPLICATIONS AND SHOWCASING ITS IMPORTANCE IN VARIOUS FIELDS.

UNDERSTANDING THE BASICS: 20% OF 100.00

AT ITS CORE, "20 OF 100.00" REPRESENTS 20% OF 100. IT'S A STRAIGHTFORWARD CALCULATION: $20/100 \times 100.00 = 20.00$. THIS MEANS 20 REPRESENTS 20% OF THE TOTAL VALUE OF 100.00. WHILE THIS SEEMS SIMPLE, UNDERSTANDING THE CONCEPT OF PERCENTAGE IS FUNDAMENTAL TO INTERPRETING DATA, MAKING FINANCIAL DECISIONS, AND UNDERSTANDING VARIOUS ASPECTS OF OUR DAILY LIVES. FOR INSTANCE, IF A STORE OFFERS A 20% DISCOUNT ON A \$100.00 ITEM, THE DISCOUNT AMOUNT IS \$20.00, RESULTING IN A FINAL PRICE OF \$80.00. THIS SIMPLE CALCULATION IS THE FOUNDATION OF COUNTLESS FINANCIAL TRANSACTIONS.

BEYOND SIMPLE CALCULATIONS: REAL-WORLD APPLICATIONS

THE APPLICATION OF CALCULATING 20% OF 100.00 EXTENDS FAR BEYOND SIMPLE DISCOUNT CALCULATIONS. CONSIDER THESE EXAMPLES:

INVESTMENT RETURNS: IF YOU INVEST \$100.00 AND RECEIVE A 20% RETURN, YOU'VE EARNED \$20.00. UNDERSTANDING PERCENTAGE RETURNS IS CRUCIAL FOR ASSESSING INVESTMENT PERFORMANCE AND MAKING INFORMED FINANCIAL DECISIONS. THIS APPLIES TO STOCKS, BONDS, REAL ESTATE, AND ANY OTHER INVESTMENT VEHICLE.

TAXATION: IMAGINE A 20% SALES TAX ON A \$100.00 PURCHASE. THE TAX AMOUNT WOULD BE \$20.00, LEADING TO A TOTAL COST OF \$120.00. THIS IS A COMMON CALCULATION IN NUMEROUS COUNTRIES, HIGHLIGHTING THE IMPORTANCE OF PERCENTAGE UNDERSTANDING IN EVERYDAY FINANCES.

STATISTICAL ANALYSIS: IN STATISTICS, PERCENTAGES ARE USED EXTENSIVELY TO REPRESENT PROPORTIONS AND PROBABILITIES. A 20% SUCCESS RATE IN A CLINICAL TRIAL, FOR EXAMPLE, MEANS THAT OUT OF 100 PATIENTS, 20 EXPERIENCED A POSITIVE

OUTCOME. THIS INFORMS CRUCIAL DECISION-MAKING IN THE MEDICAL FIELD AND BEYOND. SCIENTIFIC RESEARCH: PERCENTAGES ARE UBIQUITOUS IN SCIENTIFIC RESEARCH. FOR INSTANCE, A STUDY MIGHT REPORT A 20% INCREASE IN A SPECIFIC PHENOMENON AFTER A CERTAIN INTERVENTION. THIS REPRESENTATION ALLOWS FOR CLEAR AND CONCISE COMMUNICATION OF RESEARCH FINDINGS.

THE IMPORTANCE OF PRECISION AND CONTEXT

WHILE "20 OF 100.00" SEEMS SIMPLE, THE CONTEXT IS CRUCIAL. THE PRECISION OF THE NUMBERS MATTERS. IF WE WERE DEALING WITH A LARGER SUM, SAY \$100,000.00, THEN 20% WOULD REPRESENT A SIGNIFICANTLY LARGER AMOUNT (\$20,000.00). THE SEEMINGLY MINOR DETAIL OF THE DECIMAL PLACES IN THE INITIAL AMOUNT CAN HAVE PROFOUND IMPLICATIONS FOR THE FINAL RESULT, ESPECIALLY IN FINANCIAL SITUATIONS.

BEYOND 20% OF 100: SCALING THE CONCEPT

THE PRINCIPLE BEHIND "20 OF 100.00" CAN BE SCALED TO ANY PERCENTAGE AND ANY AMOUNT. UNDERSTANDING THE UNDERLYING CONCEPT ALLOWS YOU TO CALCULATE ANY PERCENTAGE OF ANY NUMBER, A CRUCIAL SKILL FOR VARIOUS PROFESSIONS AND EVERYDAY LIFE. THIS INVOLVES UNDERSTANDING THE RELATIONSHIP BETWEEN THE PART AND THE WHOLE, A FUNDAMENTAL CONCEPT IN MATHEMATICS AND STATISTICS.

CONCLUSION

"20 OF 100.00," THOUGH SEEMINGLY SIMPLE, EMBODIES A FUNDAMENTAL MATHEMATICAL CONCEPT WITH FAR-REACHING APPLICATIONS. FROM EVERYDAY PURCHASES TO COMPLEX FINANCIAL MODELS AND SCIENTIFIC RESEARCH, UNDERSTANDING PERCENTAGES AND THEIR IMPLICATIONS IS PARAMOUNT. MASTERING THIS CONCEPT EMPOWERS INDIVIDUALS TO MAKE INFORMED DECISIONS, INTERPRET DATA ACCURATELY, AND NAVIGATE THE COMPLEXITIES OF THE NUMERICAL WORLD AROUND US.

EXPERT-LEVEL FAQs:

1. HOW DOES COMPOUNDING INTEREST AFFECT THE CALCULATION OF PERCENTAGES OVER TIME? COMPOUNDING INTEREST MEANS THAT INTEREST EARNED IN EACH PERIOD IS ADDED TO THE PRINCIPAL, AND SUBSEQUENT INTEREST CALCULATIONS ARE BASED ON THE INCREASED PRINCIPAL. THIS LEADS TO EXPONENTIAL GROWTH OVER TIME, SIGNIFICANTLY IMPACTING THE FINAL AMOUNT. CALCULATING THE FUTURE VALUE REQUIRES USING COMPOUND INTEREST FORMULAS, WHICH ARE MORE COMPLEX THAN SIMPLE PERCENTAGE CALCULATIONS. 2. WHAT ARE THE LIMITATIONS OF USING PERCENTAGES TO

REPRESENT DATA? PERCENTAGES, WHILE USEFUL, CAN BE MISLEADING IF THE UNDERLYING DATA IS SMALL OR IF THE CONTEXT ISN'T CLEARLY DEFINED. FOR EXAMPLE, A 20% INCREASE FROM A SMALL BASE NUMBER IS LESS SIGNIFICANT THAN A 20% INCREASE FROM A LARGE BASE NUMBER. ALWAYS CONSIDER THE ABSOLUTE VALUES ALONGSIDE PERCENTAGES FOR A COMPLETE PICTURE. 3. HOW CAN PERCENTAGES BE USED IN RISK ASSESSMENT AND DECISION-MAKING? PERCENTAGES ARE CRUCIAL IN RISK ASSESSMENT BY QUANTIFYING PROBABILITIES OF EVENTS. FOR EXAMPLE, A 20% CHANCE OF FAILURE IN A PROJECT CAN INFORM RISK MITIGATION STRATEGIES AND RESOURCE ALLOCATION. UNDERSTANDING THESE PERCENTAGES HELPS IN MAKING INFORMED DECISIONS UNDER UNCERTAINTY. 4. HOW ARE PERCENTAGES USED IN STATISTICAL SIGNIFICANCE TESTING? STATISTICAL SIGNIFICANCE TESTING USES P-VALUES, WHICH ARE OFTEN EXPRESSED AS PERCENTAGES. THESE P-VALUES REPRESENT THE PROBABILITY OF OBSERVING THE OBTAINED RESULTS IF THERE WAS NO REAL EFFECT. A P-VALUE OF LESS THAN 5% (OR 0.05) IS OFTEN CONSIDERED STATISTICALLY SIGNIFICANT, INDICATING A RELATIVELY LOW PROBABILITY THAT THE RESULTS ARE DUE TO CHANCE. 5. WHAT ARE SOME COMMON ERRORS TO AVOID WHEN WORKING WITH PERCENTAGES? COMMON ERRORS INCLUDE INCORRECT CALCULATIONS, MISINTERPRETING PERCENTAGES WITHOUT CONTEXT, AND FAILING TO ACCOUNT FOR COMPOUNDING EFFECTS. ALWAYS DOUBLE-CHECK CALCULATIONS AND UNDERSTAND THE UNDERLYING DATA BEFORE DRAWING CONCLUSIONS BASED ON PERCENTAGE CALCULATIONS.

LOUP GOULOUP ET LA LUNE NADAUS ROLAND VAN GENECHTEN - Aug 21 2023

WEB SEP 4 2002 LOUP GOULOUP ET LA LUNE NADAUS ROLAND VAN GENECHTEN GUIDO ON AMAZON COM FREE SHIPPING ON QUALIFYING OFFERS LOUP GOULOUP ET LA LUNE NADAUS ROLAND VAN GENECHTEN GUIDO 9782747006774 AMAZON COM BOOKS SKIP TO MAIN CONTENT US HELLO SELECT YOUR ADDRESS BOOKS

LOUP GOULOUP ET LA LUNE PAPERBACK JUNE 15 2017 - May 18 2023

WEB JUN 15 2017 DE FRUSTRATION LE LOUP S EN VA ALORS HURLER LA LUNE OU LA GALETTE DONC JUSQU AU JOUR O AU DEL D UNE HISTOIRE QUI PLAÎT BEAUCOUP ET D UNE DITION BIEN PR SENT E COMME LOUP GOULOUP ET LA LUNE BY ROLAND NADAUS OPEN LIBRARY - MAR 16 2023

LOUP GOULOUP ET LA LUNE CARTONN GUIDO VAN GENECHTEN JUN 19 2023

WEB JUN 7 2007 R SUM HOU HOU POURQUOI LOUP GOULOUP HURLE T IL AINSI LA LUNE C EST PARCE QU IL A FAIM QU IL AIMERAIT BIEN LA CROQUER CETTE BELLE GALETTE DOR E CARACT RISTIQUES VOIR TOUT DATE DE PARUTION 07 06 2007 EDATEUR BAYARD JEUNESSE

LOUP GOULOUP ET LA LUNE AMAZON FR - SEP 10 2022

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LOUP GOULOUP ET LA LUNE CARTONN GUIDO VAN GENECHTEN JUL 20 2023

WEB AUG 19 2020 LOUP GOULOUP ET LA LUNE GUIDO VAN GENECHTEN ROLAND NADAUS BAYARD JEUNESSE DES MILLIERS DE LIVRES AVEC LA LIVRAISON CHEZ VOUS EN 1 JOUR OU EN MAGASIN AVEC 5 DE R D UCTION LOUP GOULOUP ET LA LUNE CARTONN GUIDO VAN GENECHTEN ROLAND NADAUS ACHAT LIVRE FNAC

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LOUP GOULOU ET LA LUNE LIVRE POUR ENFANTS YOUTUBE - JUN 07
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LOUP GOULOU ET LA LUNE FREE - Nov 12 2022

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AFTER EXPERIENCING FOUR DECADES OF WAR AND A HAUNTING LOSS A MAN
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LOUP GOULOU ET LA LUNE COPY CYBERLAB SUTD EDU SG - Feb 15
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WEB JUN 7 2007 LOUP GOULOU ET LA LUNE ROLAND NADAUS BABELIO
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LOUP GOULOU ET LA LUNE BY ROLAND NADAUS GOODREADS - MAR 04
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PUBLISHED JANUARY 1 2007 BOOK DETAILS EDITIONS ABOUT THE
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LOUP GOULOU ET LA LUNE LE RIRE DES ANGES - MAY 06 2022

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