

# ConoscereGo

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# History

- Robert Griesemer, Ken Thompson and Rob Pike started talking in late 2007
- By mid-2008 the language was mostly designed and the implementation starting to work
- First open source version in November 2009

# Why

- Go fast!
- Make programming fun again

# Our changing world

- No new major systems language in a decade
- But much has changed:
  - sprawling libraries & dependency chains
  - dominance of networking
  - client/server focus
  - massive clusters
  - the rise of multi-core CPUs
- Major systems languages were not designed with all these factors in mind

# Goals

- The efficiency of a statically-typed compiled language with the ease of programming of a dynamic language
- Safety: type-safe and memory-safe
- Good support for concurrency and communication
- Efficient, latency-free garbage collection
- High-speed compilation

**Hello world**

**Types**

# Variables



# Loops

**File**

**Get my ip**

**Gofmt, Govet, Go  
build**

**Web server**

**Json**

**Database**

**Testing**



# Profiling