
Introducing Go A Developer Resource

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*Introducing Go
A Developer
Resource*

2022-12-02

DAVIES STEWART

An Introduction to

*Community Development
Pragmatic Bookshelf
Perfect for beginners*

familiar with programming basics, this hands-on guide provides an easy introduction to Go, the general-purpose programming language from Google. Author Caleb Doxsey covers the language's core features with step-by-step instructions and exercises in each chapter to help you practice what you learn. Go is a general-purpose programming language with a clean syntax and advanced features, including concurrency. This book provides the one-on-one

support you need to get started with the language, with short, easily digestible chapters that build on one another. By the time you finish this book, not only will you be able to write real Go programs, you'll be ready to tackle advanced techniques. Jump into Go basics, including data types, variables, and control structures Learn complex types, such as slices, functions, structs, and interfaces Explore Go's core library and learn how to create your own package Write tests for

your code by using the language's go test program Learn how to run programs concurrently with goroutines and channels Get suggestions to help you master the craft of programming
Eloquent JavaScript
CRC Press
Discover How to Build Reliable, Scalable, High-Performance and Fault-Tolerant Programs With a Proven Approach to Learning Go
Programming! Are you a newbie to programming and are looking for the perfect language to get

started with? Are you a web developer, programmer, enterprise developer or even a systems admin looking to upgrade your programming skill stack with a future-proof programming language? If your answer is yes to any of these questions, then this book is for you. Go is a language developed by Google that is designed to be simple, reliable and efficient, with concurrency and portability built in. In this comprehensive introduction to Go, Nathan Metzler makes it easy for

programmers like you to get started building powerful software and applications with the Go language. Here's what you're going to discover in the pages of *Go Programming for Beginners*. Everything you need to know about Go as a beginner to help you hit the ground running. Step-by-step instructions to install Go on your preferred operating system. A crash guide to the basics of the Go language, from statements and comments to keywords

and tokens. All you need to know about data types, variables, arrays and functions in Go language. How to write your very first program in the Go programming language with detailed directions. Programming examples in Go language to help you improve your understanding and sharpen your programming chops with the Go language ...and much, much more! Evenly-paced, fluff-free and direct, *Go Programming for Beginners* is a hands-on

guide designed to help newbies like you get up to speed and create amazing, resilient and concurrent programs, building a solid foundation for your programming skills that will serve you well in the years ahead. Scroll to the top of the page and click the "Buy Now with 1-Click" button to get started on your journey to Go language mastery TODAY! *Mastering Go* Springer Publishing Company
Publisher's Note: This edition from 2019 is outdated and is not

compatible with the latest version of Go. A new third edition, updated for 2021 and featuring the latest in Go programming, has now been published. Key Features • Second edition of the bestselling guide to advanced Go programming, expanded to cover machine learning, more Go packages and a range of modern development techniques • Completes the Go developer's education with real-world guides to building high-performance production systems • Packed with

practical examples and patterns to apply to your own development work • Clearly explains Go nuances and features to remove the frustration from Go development
Book Description Often referred to (incorrectly) as Golang, Go is the high-performance systems language of the future. *Mastering Go, Second Edition* helps you become a productive expert Go programmer, building and improving on the groundbreaking first edition. *Mastering Go, Second Edition* shows how

to put Go to work on real production systems. For programmers who already know the Go language basics, this book provides examples, patterns, and clear explanations to help you deeply understand Go's capabilities and apply them in your programming work. The book covers the nuances of Go, with in-depth guides on types and structures, packages, concurrency, network programming, compiler design, optimization, and more. Each chapter ends with exercises and

resources to fully embed your new knowledge. This second edition includes a completely new chapter on machine learning in Go, guiding you from the foundation statistics techniques through simple regression and clustering to classification, neural networks, and anomaly detection. Other chapters are expanded to cover using Go with Docker and Kubernetes, Git, WebAssembly, JSON, and more. If you take the Go programming language seriously, the second

edition of this book is an essential guide on expert techniques. What you will learn

- Clear guidance on using Go for production systems
- Detailed explanations of how Go internals work, the design choices behind the language, and how to optimize your Go code
- A full guide to all Go data types, composite types, and data structures
- Master packages, reflection, and interfaces for effective Go programming
- Build high-performance systems networking code,

including server and client-side applications • Interface with other systems using WebAssembly, JSON, and gRPC • Write reliable, high-performance concurrent code • Build machine learning systems in Go, from simple statistical regression to complex neural networks Who this book is for Mastering Go, Second Edition is for Go programmers who already know the language basics, and want to become expert Go practitioners. Table of Contents • Go

and the Operating System • Understanding Go Internals • Working with Basic Go Data Types • The Uses of Composite Types • How to Enhance Go Code with Data Structures • What You Might Not Know About Go Packages and functions • Reflection and Interfaces for All Seasons • Telling a Unix System What to Do • Concurrency in Go: Goroutines, Channels, and Pipelines • Concurrency in Go: Advanced Topics • Code Testing, Optimization, and Profiling • The Foundations of

Network Programming in Go • Network Programming: Building Your Own Servers and Clients • Machine Learning in Go Review "Mastering Go - Second Edition is a must-read for developers wanting to expand their knowledge of the language or wanting to pick it up from scratch" -- Alex Ellis - Founder of OpenFaaS Ltd, CNCF Ambassador [GO Programming in easy steps](#) O'Reilly Media "One of my favorite books of the year. It completely reshaped how I think

about information and how and why I take notes.” —Daniel Pink, bestselling author of *Drive*. A revolutionary approach to enhancing productivity, creating flow, and vastly increasing your ability to capture, remember, and benefit from the unprecedented amount of information all around us. For the first time in history, we have instantaneous access to the world’s knowledge. There has never been a better time to learn, to contribute, and to improve ourselves. Yet,

rather than feeling empowered, we are often left feeling overwhelmed by this constant influx of information. The very knowledge that was supposed to set us free has instead led to the paralyzing stress of believing we’ll never know or remember enough. Now, this eye-opening and accessible guide shows how you can easily create your own personal system for knowledge management, otherwise known as a Second Brain. As a trusted and organized digital

repository of your most valued ideas, notes, and creative work synced across all your devices and platforms, a Second Brain gives you the confidence to tackle your most important projects and ambitious goals. Discover the full potential of your ideas and translate what you know into more powerful, more meaningful improvements in your work and life by *Building a Second Brain*. *Introducing Go* "O'Reilly Media, Inc." 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.

Go in Action O'Reilly
Media

CUDA is a computing architecture designed to facilitate the development

of parallel programs. In conjunction with a comprehensive software platform, the CUDA Architecture enables programmers to draw on the immense power of graphics processing units (GPUs) when building high-performance applications. GPUs, of course, have long been available for demanding graphics and game applications. CUDA now brings this valuable resource to programmers working on applications in other domains, including science, engineering, and

finance. No knowledge of graphics programming is required—just the ability to program in a modestly extended version of C. *CUDA by Example*, written by two senior members of the CUDA software platform team, shows programmers how to employ this new technology. The authors introduce each area of CUDA development through working examples. After a concise introduction to the CUDA platform and architecture, as well as a quick-start guide to CUDA C, the

book details the techniques and trade-offs associated with each key CUDA feature. You'll discover when to use each CUDA C extension and how to write CUDA software that delivers truly outstanding performance. Major topics covered include Parallel programming Thread cooperation Constant memory and events Texture memory Graphics interoperability Atomics Streams CUDA C on multiple GPUs Advanced atomics Additional CUDA resources All the CUDA

software tools you'll need are freely available for download from NVIDIA. <http://developer.nvidia.com/object/cuda-by-example.html>
Programming Kubernetes Courier Corporation
Summary Get Programming with Go introduces you to the powerful Go language without confusing jargon or high-level theory. By working through 32 quick-fire lessons, you'll quickly pick up the basics of the innovative Go programming language!
Purchase of the print book

includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go is a small programming language designed by Google to tackle big problems. Large projects mean large teams with people of varying levels of experience. Go offers a small, yet capable, language that can be understood and used by anyone, no matter their experience. About the Book Hobbyists, newcomers, and professionals alike can

benefit from a fast, modern language; all you need is the right resource! Get Programming with Go provides a hands-on introduction to Go language fundamentals, serving as a solid foundation for your future programming projects. You'll master Go syntax, work with types and functions, and explore bigger ideas like state and concurrency, with plenty of exercises to lock in what you learn. What's inside Language concepts like slices, interfaces, pointers, and concurrency

Seven capstone projects featuring spacefaring gophers, Mars rovers, ciphers, and simulations All examples run in the Go Playground - no installation required! About the Reader This book is for anyone familiar with computer programming, as well as anyone with the desire to learn. About the Author Nathan Youngman organizes the Edmonton Go meetup and is a mentor with Canada Learning Code. Roger Peppé contributes to Go and runs the Newcastle

upon Tyne Go meetup. Table of Contents Unit 0 - GETTING STARTED Get ready, get set, Go Unit 1 - IMPERATIVE PROGRAMMING A glorified calculator Loops and branches Variable scope Capstone: Ticket to Mars Unit 2 - TYPES Real numbers Whole numbers Big numbers Multilingual text Converting between types Capstone: The Vigenère cipher Unit 3 - BUILDING BLOCKS Functions Methods First-class functions Capstone: Temperature tables Unit 4 - COLLECTIONS Arrayed in

splendor Slices: Windows into arrays A bigger slice The ever-versatile map Capstone: A slice of life Unit 5 - STATE AND BEHAVIOR A little structure Go's got no class Composition and forwarding Interfaces Capstone: Martian animal sanctuary Unit 6 - DOWN THE GOPHER HOLE A few pointers Much ado about nil To err is human Capstone: Sudoku rules Unit 7 - CONCURRENT PROGRAMMING Goroutines and concurrency Concurrent state Capstone: Life on

Mars
Distributed Computing with Go No Starch Press
If you're charged with helping educators achieve the vision of the new science standards, this is the professional development resource you need. This book is chock-full of activities and useful advice for guiding teachers and administrators as they put the standards into practice in the classroom. Written by three experts in professional development for science teachers, Introducing

Teachers and Administrators to the NGSS • Introduces the vocabulary, structure, and conceptual shifts of the NGSS • Explores the three dimensions of the Framework—science and engineering practices, crosscutting concepts, and disciplinary core ideas—and how they're integrated in the NGSS • Provides classroom case studies of instructional approaches for students challenged by traditional science teaching • Covers curricular decisions involving course mapping,

designing essential questions and performance assessments, and using the NGSS to plan units of instruction • Examines the connections between the NGSS and the Common Core State Standards • Offers advice for getting past common professional development sticking points and finding further resources Given the widespread changes in today's education landscape, teachers and administrators may feel overwhelmed by the prospect of putting the

new standards into practice. If you're a science specialist, curriculum coordinator, or instructional coach who provides professional development, you will find this collection immensely helpful for heading off "initiative fatigue," whether in an individual school or throughout a district.

[Get Programming with Go](#)
Pragmatic Bookshelf

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 Go's 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.

[Introducing HTML5](#) No Starch Press

Perfect for beginners familiar with programming basics, this hands-on

guide provides an easy introduction to Go, the general-purpose programming language from Google. Author Caleb Doxsey covers the language's core features with step-by-step instructions and exercises in each chapter to help you practice what you learn. Go is a general-purpose programming language with a clean syntax and advanced features, including concurrency. This book provides the one-on-one support you need to get started with the language,

with short, easily digestible chapters that build on one another. By the time you finish this book, not only will you be able to write real Go programs, you'll be ready to tackle advanced techniques. Jump into Go basics, including data types, variables, and control structures Learn complex types, such as slices, functions, structs, and interfaces Explore Go's core library and learn how to create your own package Write tests for your code by using the language's go test

program Learn how to run programs concurrently with goroutines and channels Get suggestions to help you master the craft of programming [Cloud Native DevOps with Kubernetes](#) "O'Reilly Media, Inc."

From the Reviews "[This book] contains an excellent blend of both Shiny-specific topics ... and practical advice from software development that fits in nicely with Shiny apps. You will find many nuggets of wisdom sprinkled throughout these chapters...." Eric

Nantz, Host of the R-Podcast and the Shiny Developer Series (from the Foreword) "[This] book is a gradual and pleasant invitation to the production-ready shiny apps world. It ...exposes a comprehensive and robust workflow powered by the {golem} package. [It] fills the not yet covered gap between shiny app development and deployment in such a thrilling way that it may be read in one sitting.... In the industry world, where processes robustness is a key toward productivity,

this book will indubitably have a tremendous impact." David Granjon, Sr. Expert Data Science, Novartis Presented in full color, Engineering Production-Grade Shiny Apps helps people build production-grade shiny applications, by providing advice, tools, and a methodology to work on web applications with R. This book starts with an overview of the challenges which arise from any big web application project: organizing work, thinking about the user interface,

the challenges of teamwork and the production environment. Then, it moves to a step-by-step methodology that goes from the idea to the end application. Each part of this process will cover in detail a series of tools and methods to use while building production-ready shiny applications. Finally, the book will end with a series of approaches and advice about optimizations for production. Features Focused on practical matters: This book does not cover Shiny concepts,

but practical tools and methodologies to use for production. Based on experience: This book is a formalization of several years of experience building Shiny applications. Original content: This book presents new methodologies and tooling, not just a review of what already exists. Engineering Production-Grade Shiny Apps covers medium to advanced content about Shiny, so it will help people that are already familiar with building apps with Shiny,

and who want to go one step further. [Engineering Production-Grade Shiny Apps](#) Packt Publishing Ltd The Go Programming Language Introducing Go. How to Build Scalable and Reliable Programs. In September 2007, Google started to internally compile multi-threaded programming language called Go which is often referred to as Golang. Three software designers namely Robert Grizmer, Rob Pike and Ken Thompson, who were previously working

together at Inferno systems development projects, came together to design Golang. OpenBSD, Plan 9, Solaris, Anroid Linux MacOS, Dragonfly BSD and a few other operating systems were developed by Golang Creators. The idea of developing Golang was to have high-performance programs to run on modern distributed systems together with multi-core processors. Go was designed to help solve most of the real-world challenges when using Google to develop

software. There are a number of problems to be solved with some of them being high cost of updates, uncontrollable dependencies, development duplication, slow build on programs and many more. In this book, we aim to gather some of the basic facts you need to know about Golang. Our team has compiled every possible small detail or procedure about Golang and we are excited to share with you in the following but not limited topics: History of language and its

necessity Comparison with other languages; Performance, Speed & Convenience Basic language description; Syntax, Type, Design, Interface System, Syntactic Features Features of work in the GO Companies actively using GO; GO development examples Spread and prospects Development tools Examples of using program; GO rating Download your copy of " The Go Programming Language " by scrolling up and clicking "Buy Now

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high-performance web
applications in Go using
modern design principles.
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language handles the
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applications by providing
clean and fast compiled

code, garbage collection,
a simple concurrency
model, and a fantastic
standard library. It's
perfect for writing
microservices or building
scalable, maintainable
systems. About the Book
Go Web Programming
teaches you how to build
web applications in Go
using modern design
principles. You'll learn
how to implement the
dependency injection
design pattern for writing
test doubles, use
concurrency in web
applications, and create
and consume JSON and

XML in web services.
Along the way, you'll
discover how to minimize
your dependence on
external frameworks, and
you'll pick up valuable
productivity techniques
for testing and deploying
your applications. What's
Inside Basics Testing and
benchmarking Using
concurrency Deploying to
standalone servers, PaaS,
and Docker Dozens of
tips, tricks, and
techniques About the
Reader This book
assumes you're familiar
with Go language basics
and the general concepts

of web development. About the Author Sau Sheong Chang is Managing Director of Digital Technology at Singapore Power and an active contributor to the Ruby and Go communities. Table of Contents PART 1 GO AND WEB APPLICATIONS Go and web applications Go ChitChat PART 2 BASIC WEB APPLICATIONS Handling requests Processing requests Displaying content Storing data PART 3 BEING REAL Go web services Testing your application

Leveraging Go concurrency Deploying Go Distributed Services with Go Pearson Education Prepares readers to meet the needs of an increasingly diverse college student population This is a timely and comprehensive overview of key theories of student development that illustrates their application across a range of student services with diverse student populations. It is distinguished by its focus on nontraditional student populations including

adults changing careers, parents, veterans, and international students. The book examines relevant theories of cognitive, ethical, moral, and personality development and theories of identity development in terms of ethnicity, gender, and ability. Also covered are theories relevant to disability issues, LGBT identity issues, and to choice of career and major/degree. Unique to the text is information on how theories can be applied, beyond understanding

individual students, to student groups and to guide the coordination of student affairs services across the campus. Engaging case vignettes immerse readers in diverse perspectives and demonstrate the application of theory to a wide range of student types and issues. The book covers the history and development of each theory along with its strengths and limitations. Also included are useful suggestions on how to best assist students with current challenges.

Reflective questions concluding each chapter help students to reinforce information. An insightful text for courses in college student development in relevant graduate programs and for student affairs professionals who wish to enhance their abilities, this book reflects the realities of contemporary college student life and student affairs practices. Key Features: Applies student development theories primarily to non-traditional college students Presents

chapter-opening/closing examples reflecting student diversity Explores the strengths and limitations of each theory Describes how theories can be applied in varied student affairs settings and in broader contexts of student affairs Includes instructor's resources

Learning Go Programming Simon and Schuster
Database-driven sites bring complexity you might not need, but building a site by hand is too much work. Hugo is a static site generator and

web development framework that creates content sites quickly without the overhead or dependencies of a dynamic web framework. With Hugo, you use HTML templates and Markdown to build static sites you can host anywhere, letting you use the skills you already have. Develop your own theme using standard HTML and CSS, using Hugo's powerful templating features to organize your site's components. Create your site's content with HTML or Markdown and

use Hugo's content templating features to build new content quickly. Build a fully-featured blog with archive pages, tagging, and pagination, and integrate an external commenting system to provide interactivity. Use data from front-matter, site-wide configuration, and external JSON sources to add content, and generate JSON others can use. Integrate JavaScript with your site to create a search engine. Get Hugo working with Webpack so you can leverage the wider web development

ecosystem, and explore ways to publish your site to various services. Finally, learn how you can move your existing content site to Hugo. Dive in and build your next site with Hugo!

An Introduction to Functional Programming Through Lambda Calculus

DigitalOcean

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust

Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show

you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers,

multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a

multithreaded server.
New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

[Software Engineering at Google](#) Packt Publishing Ltd

Concurrency can be notoriously difficult to get right, but fortunately, the Go open source programming language makes working with concurrency tractable and even easy. If you're a developer familiar with

Go, this practical book demonstrates best practices and patterns to help you incorporate concurrency into your systems. Author Katherine Cox-Buday takes you step-by-step through the process. You'll understand how Go chooses to model concurrency, what issues arise from this model, and how you can compose primitives within this model to solve problems. Learn the skills and tooling you need to confidently write and implement concurrent systems of any size.

Understand how Go addresses fundamental problems that make concurrency difficult to do correctly Learn the key differences between concurrency and parallelism Dig into the syntax of Go's memory synchronization primitives Form patterns with these primitives to write maintainable concurrent code Compose patterns into a series of practices that enable you to write large, distributed systems that scale Learn the sophistication behind goroutines and how Go's

runtime stitches everything together

The Rust Programming Language (Covers Rust 2018) Simon and Schuster

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living

codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these

aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make

when evaluating design and development decisions

Introducing Go Packt Publishing Ltd

What will you learn from this book? Go makes it easy to build software that's simple, reliable, and efficient. And this book makes it easy for programmers like you to get started.

Google designed Go for high-performance networking and multiprocessing, but—like Python and JavaScript—the language is easy to read and use.

With this practical hands-on guide, you'll learn how to write Go code using clear examples that demonstrate the language in action. Best of all, you'll understand the conventions and techniques that employers want entry-level Go developers to know. Why does this book look so different? Based on the latest research in cognitive science and learning theory, HeadFirst Go uses a visually rich format to engage your mind rather than a text-heavy approach that

puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

CUDA by Example
"O'Reilly Media, Inc."

Kubernetes is the operating system of the cloud native world, providing a reliable and scalable platform for running containerized workloads. In this friendly, pragmatic book, cloud experts John Arundel and Justin Domingus show you

what Kubernetes can do—and what you can do with it. You'll learn all about the Kubernetes ecosystem, and use battle-tested solutions to everyday problems. You'll build, step by step, an example cloud native application and its supporting infrastructure, along with a development environment and continuous deployment

pipeline that you can use for your own applications. Understand containers and Kubernetes from first principles; no experience necessary Run your own clusters or choose a managed Kubernetes service from Amazon, Google, and others Use Kubernetes to manage resource usage and the container lifecycle

Optimize clusters for cost, performance, resilience, capacity, and scalability Learn the best tools for developing, testing, and deploying your applications Apply the latest industry practices for security, observability, and monitoring Adopt DevOps principles to help make your development teams lean, fast, and effective