

Go Cheat Sheet

- [Projects & Modules](#)
- [Building](#)
- [Types/Objects](#)
- [References](#)

Projects & Modules

Task	Code Example	Description
Creating a new go project	<pre>mkdir myproject cd myproject go mod init myproject</pre>	link https://go.dev/ref/mod#go-mod-init
Download modules	<pre>go mod vendor</pre>	https://go.dev/ref/mod#go-mod-vendor
Cleanup modules	<pre>go mod tidy</pre>	Ensures that the <code>go.mod</code> file matches the source code in the module. https://go.dev/ref/mod#go-mod-tidy

Building

Task	Code Example	Description
Build	<pre>go build -o mysvc</pre>	Build project

Types/Objects

Task	Code Example	Reference
Creating an instance of a struct	<pre>type Student struct { Name string Age int } b := Student{ Name: "Bob", } p := &Student{ Name: "Bob", } //pointer to Student</pre>	link
Creating an instance of a struct	<pre>var pa *Student // pa == nil pa = new(Student) // pa == &Student{"", 0} pa.Name = "Alice" // pa == &Student{"Alice", 0}</pre>	

Implementing an Interface	<pre> package main import "fmt" type I interface { M() } type T struct { S string } // This method means type T implements the interface I, // but we don't need to explicitly declare that it does so. func (t T) M() { fmt.Println(t.S) } func main() { var i I = T{"hello"} i.M() } </pre>	link
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References

Reference	URL
Go Home	https://go.dev
Go Documentation	https://go.dev/doc/
Tutorials	https://go.dev/doc/tutorial/
Go by Example	https://gobyexample.com