

# Go Programming for Microservices

**BUILDING HIGH-  
PERFORMANCE  
DISTRIBUTED SYSTEMS**



# Building Distributed Systems And Microservices In Go With

**Shiju Varghese**



## **Building Distributed Systems And Microservices In Go With:**

Building Distributed Systems with Go and NATS Delio D'Anna,2026-01-01 Learn to architect implement and scale robust distributed systems This practical guide emphasizes real world applications of domain driven design hexagonal architecture and reactive systems all within the context of the Go programming language and the NATS messaging system The book begins with foundational concepts and gradually progresses to advanced architectural patterns You will first explore synchronous and asynchronous communication mechanisms before learning to design and implement individual services that are resilient scalable and responsive From there the focus expands to broader system architecture You will learn to create software aligned with real world business processes using domain driven design Finally you ll explore hexagonal architecture and reactive systems to learn how to design modular resilient systems capable of handling concurrency and asynchronous processing efficiently Today the adoption of distributed systems is accelerating necessitating a nuanced understanding of distributed architecture principles Through clear methodologies architectural discussions practical examples and real world scenarios you will be ready to build distributed systems with confidence What You Will Learn Understand distributed systems basics including communication protocols like req rep push pull and pub sub Grasp microservice internals such as service discovery load balancing and fault tolerance Apply the concepts of domain driven design hexagonal architecture and reactive systems practically Build robust distributed systems using Go and NATS messaging system using real world examples Explore the architecture of interconnected components to design modular maintainable systems Understand handling high concurrency and adapt to evolving demands Who This Book is for Software developers seeking practical guidance on building scalable distributed systems with GO and NATS regardless of their level of experience with the Go programming language Also suitable for aspiring architects and system designers seeking to deepen their understanding of architectural patterns and implementation

**Microservices with Go** Alexander Shuiskov,2022-11-25 Build scale and maintain microservices in Golang with ease Key Features Create and organize well structured Go microservices Learn industry best practices and gain insights into Go microservice development tools patterns and solutions Cover hands on Golang examples in each chapter Book Description This book covers the key benefits and common issues of microservices helping you understand the problems microservice architecture helps to solve the issues it usually introduces and the ways to tackle them You ll start by learning about the importance of using the right principles and standards in order to achieve the key benefits of microservice architecture The following chapters will explain why the Go programming language is one of the most popular languages for microservice development and lay down the foundations for the next chapters of the book You ll explore the foundational aspects of Go microservice development including service scaffolding service discovery data serialization synchronous and asynchronous communication deployment and testing After covering the development aspects you ll progress to maintenance and reliability topics The last part focuses on more advanced topics of Go microservice development including system

reliability observability maintainability and scalability In this part you ll dive into the best practices and examples which illustrate how to apply the key ideas to existing applications using the services scaffolded in the previous part as examples By the end of this book you ll have gained hands on experience with everything you need to develop scalable reliable and performant microservices using Go What You Will Learn Get familiar with the industry s best practices and solutions in microservice development Understand service discovery in the microservices environment Explore reliability and observability principles Discover best practices for asynchronous communication Focus on how to write high quality unit and integration tests in Go applications Understand how to profile Go microservices Who this book is for This book is for all types of developers from people interested in learning how to write microservices in Go to seasoned professionals who want to take the next step in mastering the art of writing scalable and reliable microservice based systems A basic understanding of Go will come in handy

**Building Distributed Applications in Gin** Mohamed Labouardy,2021-07-23 An effective guide to learning how to build a large scale distributed application using the wide range of functionalities in Gin Key FeaturesExplore the commonly used functionalities of Gin to build web applicationsBecome well versed with rendering HTML templates with the Gin engineSolve commonly occurring challenges such as scaling caching and deploymentBook Description Gin is a high performance HTTP web framework used to build web applications and microservices in Go This book is designed to teach you the ins and outs of the Gin framework with the help of practical examples You ll start by exploring the basics of the Gin framework before progressing to build a real world RESTful API Along the way you ll learn how to write custom middleware and understand the routing mechanism as well as how to bind user data and validate incoming HTTP requests The book also demonstrates how to store and retrieve data at scale with a NoSQL database such as MongoDB and how to implement a caching layer with Redis Next you ll understand how to secure and test your API endpoints with authentication protocols such as OAuth 2 and JWT Later chapters will guide you through rendering HTML templates on the server side and building a frontend application with the React web framework to consume API responses Finally you ll deploy your application on Amazon Web Services AWS and learn how to automate the deployment process with a continuous integration continuous delivery CI CD pipeline By the end of this Gin book you will be able to design build and deploy a production ready distributed application from scratch using the Gin framework What you will learnBuild a production ready REST API with the Gin frameworkScale web applications with event driven architectureUse NoSQL databases for data persistenceSet up authentication middleware with JWT and Auth0Deploy a Gin based RESTful API on AWS with Docker and KubernetesImplement a CI CD workflow for Gin web appsWho this book is for This book is for Go developers who are comfortable with the Go language and seeking to learn REST API design and development with the Gin framework Beginner level knowledge of the Go programming language is required to make the most of this book

**Building Distributed Systems** Ranjit Aneesh,2025-04-28 DESCRIPTION In today s digital landscape distributed systems are the backbone of scalable and

reliable applications powering everything from e-commerce giants to real-time streaming services. This book, *Building Distributed Systems*, provides a practical and accessible guide to understanding and constructing these complex architectures, bridging the gap between foundational theory and real-world application. In this book, we will dive into the fundamentals of distributed systems, understand how computing evolved, and what are some critical aspects of these systems that software architects and engineers must always be aware of to help them make design and implementation decisions. Furthermore, we will learn to make tradeoff decisions grounded on key objectives that our systems should focus on versus what may not be so important for each specific use case. By the end of this book, you will possess a strong understanding of distributed systems and be equipped to design, build, and deploy scalable and reliable applications. You will gain practical insights into modern architectures, enabling you to confidently tackle the challenges of building and maintaining distributed systems in any environment.

**WHAT YOU WILL LEARN**

- Architect microservices, implement caching, and deploy resilient distributed systems.
- Master event-driven patterns, traffic routing, and cloud platform selection.
- Design for consistency, availability, and implement robust data strategies.
- Optimize performance via CI/CD, load balancing, and advanced caching.
- Engineer fault-tolerant systems using CQRS, circuit breakers, and cloud services.
- Navigate CAP theorem trade-offs and build observable distributed architectures.
- Deploy with feature flags, Kubernetes, and ensure operational readiness.
- Build scalable systems, manage data, and optimize cloud infrastructure.

**WHO THIS BOOK IS FOR**

This book is for software engineers, architects, and computer science students eager to build scalable internet systems. A basic understanding of software design principles is beneficial for those seeking practical, real-world implementations.

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- Distributed Systems Fundamentals
- Monoliths and Microservices
- Architecture of Distributed Systems
- Consistency and Availability
- Design for Speed and Efficiency
- Event-driven Systems
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- Building Resilient Systems
- Data Storage Strategies
- Observability and Operational Readiness
- Distributed Caching
- Choosing Platform and Technologies
- Deployment Strategies and Production Readiness

[Go Programming for Microservices](#) Tommy Clark, 2024-11-23

[Go Programming for Microservices: Build Scalable, High-Performance Applications with Ease](#)

Unlock the potential of Go Programming for Microservices and revolutionize the way you design, deploy, and maintain applications. This comprehensive guide is tailored for developers, beginners, and system administrators looking to master the art of building robust, efficient, and scalable microservices with Golang.

[Go for microservices: Key Features You'll Explore](#)

Master Go Framework for Microservices

Dive into the world of microservices programming in Golang by exploring popular frameworks and tools. Learn how to choose the best Go microservice framework for your specific use case with a detailed comparison.

[Learn Microservices Architecture in Go](#)

Understand the golden rules of microservices architecture with Go and implement reliable solutions using gRPC.

[microservices in Go for lightning-fast communication between services](#)

[Step-by-Step Tutorials](#)

Get a hands-on approach with a detailed Go microservices tutorial, including examples on creating REST APIs, Kafka integration, and deploying.

microservices with Golang and Docker Practical Go Microservices Projects Work through a real world Go microservices project structure complete with examples code snippets and repositories like those found on Go microservices GitHub Scalable Solutions for Modern Businesses Learn to build run and scale microservices using Go language for microservices ensuring they meet modern performance and security standards Why Choose Go for Microservices High Performance Discover why Go vs Java for microservices is a game changer and how Golang frameworks for microservices optimize performance Simplicity From a beginner s Go microservices demo to advanced topics like how to create a microservice in Golang this book simplifies every step Cloud Ready Leverage microservices on Google Cloud and learn about governance and best practices for smooth deployments What You ll Learn How to build microservices with Golang using tools like Docker Kubernetes and gRPC microservices in Go Effective Go microservices architecture with tips on managing distributed systems Proven microservices governance strategies and real world troubleshooting for challenges like DoorDash microservices gone wrong Who Should Read This Book Beginners Looking for an easy to follow Go microservices tutorial and project examples Web Developers Keen to create scalable reliable applications using Golang for microservices System Administrators Exploring ways to deploy and manage microservices in Go efficiently Tech Enthusiasts Comparing Java vs Golang for microservices and discovering how Node js vs Golang stacks up Transform Your Development Skills With this book you ll gain actionable insights into building microservices with Go while mastering microservices architecture in Golang Explore the possibilities of working with microservices in Go using hands on examples and projects What Are You Waiting For Equip yourself with the tools and knowledge to tackle real world challenges in microservices with Go Whether you re diving into Go microservices frameworks or implementing microservices with Golang and Docker this book is your roadmap to success

Distributed Computing with Go V.N. Nikhil Anurag,2018-02-28 A tutorial leading the aspiring Go developer to full mastery of Golang s distributed features Key Features This book provides enough concurrency theory to give you a contextual understanding of Go concurrency It gives weight to synchronous and asynchronous data streams in Golang web applications It makes Goroutines and Channels completely familiar and natural to Go developers Book Description Distributed Computing with Go gives developers with a good idea how basic Go development works the tools to fulfill the true potential of Golang development in a world of concurrent web and cloud applications Nikhil starts out by setting up a professional Go development environment Then you ll learn the basic concepts and practices of Golang concurrent and parallel development You ll find out in the new few chapters how to balance resources and data with REST and standard web approaches while keeping concurrency in mind Most Go applications these days will run in a data center or on the cloud which is a condition upon which the next chapter depends There you ll expand your skills considerably by writing a distributed document indexing system during the next two chapters This system has to balance a large corpus of documents with considerable analytical demands Another use case is the way in which a web application written in Go can be

consciously redesigned to take distributed features into account The chapter is rather interesting for Go developers who have to migrate existing Go applications to computationally and memory intensive environments The final chapter relates to the rather onerous task of testing parallel and distributed applications something that is not usually taught in standard computer science curricula What you will learn Gain proficiency with concurrency and parallelism in Go Learn how to test your application using Go s standard library Learn industry best practices with technologies such as REST OpenAPI Docker and so on Design and build a distributed search engine Learn strategies on how to design a system for web scale Who this book is for This book is for developers who are familiar with the Golang syntax and have a good idea of how basic Go development works It would be advantageous if you have been through a web application product cycle although it s not necessary

The Go Programmer's Handbook Miller Cade, 2025-11-21 The Ultimate End to End Guide to Mastering Go High Performance Engineering Microservices and Production Grade Systems Are you ready to elevate your Go skills from beginner friendly syntax to real world engineering high performance architectures and production ready systems The Go Programmer s Handbook is the definitive modern guide designed for developers who want to build scalable applications cloud native microservices and enterprise level software using the Go programming language This book distills everything you need to master Go from the fundamentals to advanced patterns into a clear practical and deeply technical handbook Whether you re building distributed systems APIs dev ops pipelines or resilient microservices this book equips you with the skills to design build test deploy and scale real world systems with confidence What You ll Learn Go Concurrency Parallel Processing Master goroutines channels worker pools synchronization techniques context cancellation and concurrency best practices used by high performance distributed systems Real World API Engineering Build robust REST and gRPC APIs handle data serialization enforce security integrate authentication and connect services to databases and caching layers Microservices Architecture in Go Design scalable microservices implement service to service communication manage load balancing rate limiting event driven patterns and distributed workflows Production Grade Engineering Learn testing strategies profiling performance optimization logging metrics tracing and incident response workflows used in professional Go environments Cloud Deployment DevOps Integration Deploy Go applications to AWS GCP and Azure Build CI CD pipelines containerize services with Docker monitor systems in production and implement auto scaling Capstone Project Build a Complete Real World System Go beyond theory design architect build integrate secure test deploy and scale a fully functional production grade system from scratch Who This Book Is For This handbook is perfect for Go developers aiming to master professional level system design Backend and cloud engineers building distributed systems Software developers transitioning from Python Java Rust or Node js DevOps and SRE professionals managing Go services in production Students and self taught programmers who want a complete modern Go guide Why This Book is Different Unlike traditional Go books focused solely on language basics this handbook teaches you the complete lifecycle of modern software development Architecture

Implementation Integration Testing Optimization Deployment Monitoring Scaling Maintenance It is designed to make you a job ready production ready Go engineer Become a Complete Go Developer By the end of this book you will confidently Build clean idiomatic and maintainable Go applications Architect scalable microservices and distributed systems Deploy large scale production systems with cloud providers Implement advanced concurrency and performance patterns Handle real world engineering challenges with ease If you re serious about mastering Go and becoming a top tier backend or systems engineer this book is your essential roadmap Take Your Go Skills to a World Class Level Start Reading Today Transform your understanding of Go and build the kinds of systems used by industry leaders

*Ultimate Microservices with Go: Combine the Power of Microservices with Go to Build Highly Scalable, Maintainable, and Efficient Systems (English Edition)* Nir Shtein ,2024-04-25

Develop production ready high performance and scalable microservices with Go

**KEY FEATURES** Learn to design and implement resilient RESTful APIs using Go with a focus on scalability and maintainability Discover how Kubernetes empowers reliable microservice architecture covering deployment scaling service discovery and load balancing Gain practical tools and insights for deploying microservices to production using Go and Kubernetes ensuring smooth operations and high availability

**DESCRIPTION** Embark on a comprehensive journey through microservices architecture with a focus on harnessing the power of Go in modern cloud based solutions This book begins with a succinct introduction to microservices and their synergy with cloud strategies emphasizing Go s aptitude for developing scalable and efficient services You ll then delve into the fundamentals of Go covering essential practices and core concepts and establishing a strong language foundation The exploration continues with a detailed examination of constructing a single service emphasizing design documentation and structure Through various design patterns you ll learn to implement a server capable of serving as a RESTful API an internal worker and more This hands on approach equips you with the expertise to craft robust and sustainable services Finally the book guides you through deploying your service to production using Kubernetes You ll explore scaling techniques performance optimization and observability ensuring your service is ready for the demands of the real world

**WHAT WILL YOU LEARN** Gain a comprehensive understanding of microservices architecture including its advantages limitations and alternative approaches Master the fundamentals of Go from basic syntax and concepts to more advanced topics enabling you to leverage its capabilities effectively Explore the key components of microservices architecture implemented using Go understanding how they interact and contribute to the overall system Design and implement robust RESTful APIs with Go incorporating essential features like pagination rate limiting caching retries and timeouts for optimal performance Discover Kubernetes and its close relationship with microservices architecture gaining insights into its role in orchestrating and managing containerized applications Learn to deploy production ready services with Go covering essential aspects such as authentication monitoring continuous integration and continuous deployment CI CD fault tolerance design and rollout procedures all from the perspective of a developer

**WHO IS THIS BOOK FOR** This book

targets developers and software architects looking to enhance their microservices expertise using Go offering insights into modern tech demands It s beneficial for those mastering microservices basics and refining skills in Go Kubernetes and RESTful APIs Whether advancing careers or improving proficiency it equips readers for success in dynamic software development

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*DISTRIBUTED SYSTEMS IN GO* RAMON. B. WATT,2025

**Top Tips** Karl Jackson,2024-10-07 Top Tips Go Programming is your essential guide to mastering Go Golang the fast efficient and scalable programming language developed by Google Whether you are a beginner or an experienced developer this book provides a clear practical approach to learning Go and applying it to real world problems Packed with expert insights it covers everything from Go s basic syntax and control structures to advanced concepts like concurrency goroutines channels and microservices architecture You ll also learn to build RESTful APIs work with databases handle JSON and optimize Go applications for high performance Each chapter includes practical examples and tips to help you write clean maintainable Go code Key topics include Basic syntax data types and control structures Concurrency with goroutines and channels Error handling unit testing and benchmarking RESTful API development microservices and web frameworks Advanced concurrency patterns memory management and garbage collection Designed for cloud native scalable and high performance applications

Top Tips Go Programming provides the knowledge you need to leverage Go s full potential for modern software development For those interested in Go programming Golang tips Go language tutorials mastering Go learn Golang Go programming book Go language guide Go programming for beginners Go concurrency Go goroutines channels in Go Go error handling Go microservices RESTful APIs with Go Go web development Golang web frameworks Go memory management Go garbage collection Go performance optimization Go advanced techniques Go cloud native development building microservices in Go Go for distributed systems Go for DevOps Go backend development scalable applications in Go Go RESTful API development Go for high performance applications Go testing and benchmarking Go packages and modules Go file handling Go database integration Go JSON handling Go unit testing Go best practices Go concurrency patterns advanced Go techniques Go with machine learning Go with GraphQL Go network programming Go real time applications Go WebSockets Go plugin development Go language tools Go coding tips efficient Go programming Go best practices for microservices Go concurrency management Go development for the cloud

**Microservices with Go** Alexander Shuiskov,2025-06-13 This second edition walks you through the full lifecycle of Go microservice development from scaffolding and system design to cloud native rollout Learn to secure observe and fine tune services that stay responsive under load Key Features Design and deploy scalable microservices using gRPC Protocol Buffers and Kubernetes Discover industry best practices and gain insights into Go microservice development tools patterns and solutions Work with hands on

Golang microservice examples in each chapter Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionMicroservices with Go Second Edition explains the key benefits and common issues faced by developers when working with microservices helping you understand the problems microservice architecture solves the issues it introduces and how to tackle them The author distils his 18 years of experience in building scalable and reliable infrastructure to help you grasp the importance of using the right principles and standards to achieve all that microservice architecture has to offer You ll see why Go is a popular choice for microservice development as well as navigate its foundational aspects including service scaffolding discovery data serialization communication deployment and testing After covering development you ll move to maintenance and reliability This second edition is fully updated with newly added topics including security and compliance distributed system challenges and performance monitoring The final section focuses on advanced concepts such as system reliability observability maintainability and scalability Through best practices and practical examples you ll learn how to apply key ideas to existing applications using previously scaffolded services By the end of this book you ll have gained hands on experience in developing scalable reliable and high performance microservices with Go What you will learn Leverage event driven architecture and messaging patterns for efficient microservice communication Automate testing CI CD pipelines and deployment strategies for Go microservices Establish secure communication between microservices Optimize microservice performance by monitoring profiling and debugging techniques Get hands on experience in cloud native observability and deployment tools Explore solutions to advanced distributed system scenarios such as leader election Who this book is for This book is for all types of developers from individuals interested in learning how to write microservices in Go to seasoned professionals who want to master the art of writing scalable and reliable microservice based systems A basic understanding of Go will come in handy

**gRPC: Up and Running** Kasun Indrasiri, Danesh Kuruppu, 2020-01-23 Get a comprehensive understanding of gRPC fundamentals through real world examples With this practical guide you ll learn how this high performance interprocess communication protocol is capable of connecting polyglot services in microservices architecture while providing a rich framework for defining service contracts and data types Complete with hands on examples written in Go Java Node and Python this book also covers the essential techniques and best practices to use gRPC in production systems Authors Kasun Indrasiri and Danesh Kuruppu discuss the importance of gRPC in the context of microservices development

**Building Microservices** Sam Newman, 2021-07-24 As organizations shift from monolithic applications to smaller self contained microservices distributed systems have become more fine grained But developing these new systems brings its own host of problems This expanded second edition takes a holistic view of topics that you need to consider when building managing and scaling microservices architectures Through clear examples and practical advice author Sam Newman gives everyone from architects and developers to testers and IT operators a firm grounding in the concepts You ll dive into the latest solutions for modeling integrating testing deploying and monitoring your own autonomous

services Real world cases reveal how organizations today manage to get the most out of these architectures Microservices technologies continue to move quickly This book brings you up to speed Get new information on user interfaces container orchestration and serverless Align system design with your organization s goals Explore options for integrating a service with your system Understand how to independently deploy microservices Examine the complexities of testing and monitoring distributed services Manage security with expanded content around user to service and service to service models [Cloud Native Programming with Golang](#) Mina Andrawos,Martin Helmich,2017-12-28 Discover practical techniques to build cloud native apps that are scalable reliable and always available Key Features Build well designed and secure microservices Enrich your microservices with continuous integration and monitoring Containerize your application with Docker Deploy your application to AWS Learn how to utilize the powerful AWS services from within your application Book Description Awarded as one of the best books of all time by BookAuthority Cloud Native Programming with Golang will take you on a journey into the world of microservices and cloud computing with the help of Go Cloud computing and microservices are two very important concepts in modern software architecture They represent key skills that ambitious software engineers need to acquire in order to design and build software applications capable of performing and scaling Go is a modern cross platform programming language that is very powerful yet simple it is an excellent choice for microservices and cloud applications Go is gaining more and more popularity and becoming a very attractive skill This book starts by covering the software architectural patterns of cloud applications as well as practical concepts regarding how to scale distribute and deploy those applications You will also learn how to build a JavaScript based front end for your application using TypeScript and React From there we dive into commercial cloud offerings by covering AWS Finally we conclude our book by providing some overviews of other concepts and technologies that you can explore to move from where the book leaves off What you will learn Understand modern software applications architectures Build secure microservices that can effectively communicate with other services Get to know about event driven architectures by diving into message queues such as Kafka Rabbitmq and AWS SQS Understand key modern database technologies such as MongoDB and Amazon s DynamoDB Leverage the power of containers Explore Amazon cloud services fundamentals Know how to utilize the power of the Go language to access key services in the Amazon cloud such as S3 SQS DynamoDB and more Build front end applications using ReactJS with Go Implement CD for modern applications Who this book is for This book is for developers who want to begin building secure resilient robust and scalable Go applications that are cloud native Some knowledge of the Go programming language should be sufficient To build the front end application you will also need some knowledge of JavaScript programming **Mastering Go Networking** Caleb R Whitmore,2025-10-19 Go or Golang has become the language of modern infrastructure powering cloud native platforms like Kubernetes Docker and Prometheus Its unmatched simplicity concurrency model and binary portability make it the perfect tool for building scalable high performance networking systems Mastering Go Networking

explores how Go transforms network programming from low level TCP sockets to distributed microservices into a clean efficient and production ready craft Written by an experienced engineer and educator this book bridges the gap between beginner tutorials and real world networking mastery Every topic aligns with modern DevOps and cloud best practices drawing parallels to widely used systems written in Go You ll learn the same principles used by developers at Google HashiCorp and Cloudflare translated into hands on lessons that prepare you for professional grade software development This isn t a Hello World book it s a full stack journey through Go s networking ecosystem You ll move from compiler level insights to the design of concurrent APIs secure communication layers and distributed microservices Each chapter builds on the last with clear examples real world labs and deployable projects that teach you not just what to code but how to think like a Go engineer By the end you ll be able to Build TCP servers and clients from scratch Design and deploy REST and gRPC APIs Manage concurrency and synchronization cleanly Secure your systems with TLS HTTPS and authentication Optimize benchmark and containerize Go services for production What s Inside A deep technical journey presented with clarity and practicality Building efficient concurrent systems using goroutines and channels the core of Go s power Hands on labs for TCP HTTP WebSockets and gRPC communication Secure networking with TLS certificates encryption and authentication Real world patterns for APIs microservices and distributed systems Docker and Prometheus integration for monitoring and deployment Appendices packed with command references error fix guides and Go networking syntax Every example is runnable testable and designed for real development environments no pseudo code no fluff This book is for developers DevOps professionals network engineers and learners who want to go beyond surface level tutorials If you ve built web apps in Python Java Node js or C and are ready to understand how scalable systems actually work under the hood this is your guide You ll relate to the challenges debugging concurrency deploying binaries managing APIs and finally gain the clarity and structure to overcome them using Go s simplicity and precision Within weeks not months you ll move from reading code examples to confidently building and deploying your own servers APIs and microservices Every chapter follows a step by step learning curve ensuring you gain real measurable skills without being overwhelmed by theory Each exercise compounds your understanding until networking in Go feels natural If you re serious about mastering Go for real world networking infrastructure and distributed systems this is the book that makes it happen Transform the way you think about concurrency performance and simplicity Take control of your development pipeline and join the engineers building the backbone of the modern internet Get your copy of Mastering Go Networking today build faster scale smarter and deploy with confidence

[Microservices with Spring Boot and Spring Cloud](#) Magnus Larsson,2021-07-29 A step by step guide to creating and deploying production quality microservices based applications Key FeaturesBuild cloud native production ready microservices with this comprehensively updated guideUnderstand the challenges of building large scale microservice architecturesLearn how to get the best out of Spring Cloud Kubernetes and Istio in combinationBook Description With this

book you'll learn how to efficiently build and deploy microservices. This new edition has been updated for the most recent versions of Spring, Java, Kubernetes, and Istio, demonstrating faster and simpler handling of Spring Boot, local Kubernetes clusters, and Istio installation. The expanded scope includes native compilation of Spring-based microservices, support for Mac and Windows with WSL2, and an introduction to Helm 3 for packaging and deployment. A revamped security chapter now follows the OAuth 2.1 specification and makes use of the newly launched Spring Authorization Server from the Spring team. Starting with a set of simple cooperating microservices, you'll add persistence and resilience, make your microservices reactive, and document their APIs using OpenAPI. You'll understand how fundamental design patterns are applied to add important functionality, such as service discovery with Netflix Eureka and edge servers with Spring Cloud Gateway. You'll learn how to deploy your microservices using Kubernetes and adopt Istio. You'll explore centralized log management using the Elasticsearch, Fluentd, and Kibana (EFK) stack and monitor microservices using Prometheus and Grafana. By the end of this book, you'll be confident in building microservices that are scalable and robust using Spring Boot and Spring Cloud. What you will learn: Build reactive microservices using Spring Boot; Develop resilient and scalable microservices using Spring Cloud; Use OAuth 2.1, OIDC, and Spring Security to protect public APIs; Implement Docker to bridge the gap between development, testing, and production; Deploy and manage microservices with Kubernetes; Apply Istio for improved security, observability, and traffic management; Write and run automated microservice tests with JUnit, testcontainers, Gradle, and bash. Who this book is for: If you are a Java or Spring Boot developer who wants to learn how to build microservice landscapes from scratch, this book is for you. No familiarity with microservices architecture is required.

### **Domain-Driven Design with Golang** Matthew

Boyle, 2022-12-16. Understand the concept of Domain-driven design and build two DDD systems from scratch that can be showcased as part of your portfolio. Key Features: Explore Domain-driven design as a timeless concept and learn how to apply it with Go; Build a domain-driven monolithic application and a microservice from scratch; Leverage patterns to make systems scalable, resilient, and maintainable. Book Description: Domain-driven design (DDD) is one of the most sought-after skills in the industry. This book provides you with step-by-step explanations of essential concepts and practical examples that will see you introducing DDD in your Go projects in no time. Domain-Driven Design with Golang starts by helping you gain a basic understanding of DDD and then covers all the important patterns, such as bounded context, ubiquitous language, and aggregates. The latter half of the book deals with the real-world implementation of DDD patterns and teaches you how to build two systems while applying DDD principles, which will be a valuable addition to your portfolio. Finally, you'll find out how to build a microservice along with learning how DDD-based microservices can be part of a greater distributed system. Although the focus of this book is Golang, by the end of this book, you'll be able to confidently use DDD patterns outside of Go and apply them to other languages and even distributed systems. What You Will Learn: Get to grips with domains and the evolution of Domain-driven design; Work with stakeholders to manage complex business needs; Gain a clear understanding of

bounded context services and value objects Get up and running with aggregates factories repositories and services Find out how to apply DDD to monolithic applications and microservices Discover how to implement DDD patterns on distributed systems Understand how Test driven development and Behavior driven development can work with DDD Who this book is for This book is for intermediate level Go developers who are looking to ensure that they not only write maintainable code but also deliver great business value If you have a basic understanding of Go and are interested in learning about Domain driven design or you ve explored Domain driven design before but never in the context of Go then this book will be helpful [Go Programming Cookbook](#) Ian Taylor,2024-02-05 The Go Programming Cookbook ensures Go programmers may confidently and effectively navigate the complex software development landscape Both newcomers to the world of Go programming and seasoned professionals looking to sharpen their skills will find something of interest in this carefully written book This cookbook covers a wide range of topics from the basics of Go syntax and core ideas to more advanced subjects like concurrency networking and microservices design Building a Go development environment learning the fundamentals of Go constructs and mastering the art of Go Module dependency management are all covered in the first few chapters which prepare readers for what s to come To guarantee that readers can construct strong and maintainable programs the next sections cover error handling unit testing and database interfaces The book really comes into its own when it comes to its in depth examination of network programming it covers topics like building HTTP clients implementing FTP and SSH clients and using WebSockets for real time communication To prepare developers to create safe networked applications in a world where everything is always connected it teaches them how to establish secure TLS SSL communications which is a fundamental component of security In addition to providing practical solutions the recipes educate readers on the concurrency model and design principles of Go which helps them build an intuitive understanding of high performance software development Key Learnings Get a solid grounding in programming by learning the syntax and concepts of Go Explore concurrency with Goroutines and Channels to maximize Go s possibilities Effortlessly handle intricate network programming jobs involving WebSockets and HTTP clients Learn TLS SSL inside and out to make your applications secure for transmitted sensitive information Effectively manage data by integrating with SQL and NoSQL databases Use Go Modules to have easier dependency management and build reproducibility Make your Go code clean and easy to maintain by following design patterns and other best practices Get the most out of your system by learning about memory management benchmarking and profiling Create web servers and microservices from the ground up that are scalable and perform exceptionally well Become an expert Go problem solver by learning practical answers to real world issues Table of Content Setting up and Exploring Go Advanced Go Features and Techniques File Handling and Data Processing in Go Building and Managing Go APIs Implementing RPC and gRPC Services in Go Web Services and Automation using Go Building Microservices Architecture using Go Strengthening Database Interactions Enhancing Performance and Best Practices in Go

Networking and Protocol Handling      **Web Development with Go** Shiju Varghese,2015-12-30 Take a deep dive into web development using the Go programming language to build web apps and RESTful services to create reliable and efficient software Web Development with Go provides Go language fundamentals and then moves on to advanced web development concepts and successful deployment of Go web apps to the cloud Web Development with Go will teach you how to develop scalable real world web apps RESTful services and backend systems with Go The book starts off by covering Go programming language fundamentals as a prerequisite for web development After a thorough understanding of the basics the book delves into web development using the built in package net http With each chapter you ll be introduced to new concepts for gradually building a real world web system The book further shows you how to integrate Go with other technologies For example it provides an overview of using MongoDB as a means of persistent storage and provides an end to end REST API sample as well The book then moves on to demonstrate how to deploy web apps to the cloud using the Google Cloud platform Web Development with Go provides Fundamentals for building real world web apps in Go Thorough coverage of prerequisites and practical code examples Demo web apps for attaining a deeper understanding of web development A reference REST API app which can be used to build scalable real world backend services in Go A thorough demonstration of deploying web apps to the Cloud using the Google Cloud platform Go is a high performance language while providing greater level of developer productivity therefore Web Development with Go equips you with the necessary skills and knowledge required for effectively building robust and efficient web apps by leveraging the features of Go      **Building Microservices** Sam Newman,2015-02-02 Annotation Over the past 10 years distributed systems have become more fine grained From the large multi million line long monolithic applications we are now seeing the benefits of smaller self contained services Rather than heavy weight hard to change Service Oriented Architectures we are now seeing systems consisting of collaborating microservices Easier to change deploy and if required retire organizations which are in the right position to take advantage of them are yielding significant benefits This book takes an holistic view of the things you need to be cognizant of in order to pull this off It covers just enough understanding of technology architecture operations and organization to show you how to move towards finer grained systems

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