

Study On Go Programming Language

Shrunga G S¹, Sindhu R², Sneha U B³, Soumya Ashok Malakannavar⁴, Deepika Kamath⁵

Student, Department of Computer Science and Engineering^{1,2,3,4}

Guide and Assistant Professor, Department of Computer Science and Engineering⁵

Alva's Institute of Engineering and Technology, Mangalore, India

Abstract: *When developing software today, we still use old tools and ideas. Maybe it is time to start from scratch and try tools and languages that are more in line with how we actually want to develop software. The Go Programming Language was created at Google by a rather famous trio: Rob Pike, Ken Thompson and Robert Griesemer. Before introducing Go, the company suffered from their development process not scaling well due to slow builds, uncontrolled dependencies, hard to read code, poor documentation and so on. Go is set out to provide a solution for these issues. The purpose of this master's thesis was to review the current state of the language. This is not only a study of the language itself but an investigation of the whole software development process using Go. The study was carried out from an embedded development perspective which includes an investigation of compilers and cross-compilation. We found that Go is exciting, fun to use and fulfills what is promised in many cases. However, we think the tools need some more time to mature.*

Keywords: Go, Golang, Language Review, Cross-Compilation, Developer Tools, Embedded

REFERENCES

- [1] Erik Westrup. Master's thesis work carried out at Axis Communications AB for the Department of Computer Science, Lund University.
- [2] Fredrik Pettersson. Master's thesis work carried out at Axis Communications AB for the Department of Computer Science, Lund University.