

Go Language Training Program

Module 1: Introduction to Go

- Overview of Go Language
 - Setting up the Go Environment
 - Introduction to Go's Syntax
 - Writing and Running Go Programs
 - Understanding `GOPATH` and `GOROOT`
 - Comparison with Other Programming Languages
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Module 2: Basics of Go Programming

- Data Types, Variables, and Constants
 - Operators in Go
 - Conditional Statements (`if-else`, `switch`)
 - Loops (`for`, `range`)
 - Working with Arrays and Slices
 - Functions in Go (Definition, Parameters, Return Values)
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Module 3: Advanced Go Concepts

- Pointers in Go
- Structs and Methods
- Interfaces and Polymorphism
- Go Routines and Channels (Concurrency in Go)

- Error Handling and Panics
 - Working with Packages and Modules
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Module 4: Working with Files and Data

- File Handling in Go (Read/Write Files)
 - JSON and XML Parsing
 - Working with Databases (MySQL/PostgreSQL Integration)
 - REST API Development with Go
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Module 5: Web Development with Go

- Introduction to Go Web Frameworks (Gin, Echo)
 - Building Web Applications
 - Handling HTTP Requests and Responses
 - Middleware and Authentication in Go
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Module 6: Testing and Deployment

- Writing Test Cases in Go
 - Benchmarking Go Applications
 - Performance Optimization Techniques
 - Deploying Go Applications on Cloud Platforms
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Module 7: Capstone Project

- Developing a Full-Stack Web Application or API using Go
- Implementing Concurrency and Error Handling
- Integrating Database and File Handling Features
- Deploying the Project



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