

Go language - programming I

Course code: GO_INTRO

The course is intended for beginners who want to learn the basics of the modern, fast and highly efficient GO language. In this course you will learn the basic features of the language, the use of functions, data structures and other things in the GO language. If you have no experience with programming, we recommend that you first complete the course Introduction to Algorithmization and Programming [PRG]

Affiliate	Duration	Course price	ITB
Praha	5	20 500 Kč	50
Brno	5	20 500 Kč	50
Bratislava	5	900 €	50

The prices are without VAT.

Course terms

Date	Duration	Course price	Type	Course language	Location
18.05.2026	5	900 €	Online	CZ/SK	Online
18.05.2026	5	20 500 Kč	Online	CZ/SK	Online

The prices are without VAT.

For whom the course is intended:

- For beginning developers who want to learn to program in the GO language.

Required initial knowledge

- Basic knowledge of algorithmization and programming at the level of the PRG course, or experience with programming in another language

Teaching methods

- Expert interpretation with practical examples, exercises on computers.

Study materials

- Presentation of the subject matter in printed or online form.

Syllabus

Introduction

- History and basic features of the GO language
- Code writing conventions, syntax basics
- Static typing
- Memory management
- Parallel processing
- Installation
- Development environment
- Program "Hello world"

Data types and variables

- Numeric data types
- Arithmetic operators
- Boolean
- Strings and working with them
- Variables

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- Conversion
- Fields, sections and maps

Program run control

- If and switch command
- For loop cycles

Functions

- Definition of functions and procedures
- Passing parameters
- Variable number of parameters
- Multiple return values
- Range of validity of variables
- Defer command
- Functions as variables
- Callbacks and closures

Program debugging (debugging)

- Program debugging
- Principle of error processing in GO
- Panic and recovering mechanism

User-defined types, object principles

- Briefly about indicators
- Structures
- Methods
- Interfaces

Parallel processing, goroutines

- Processes, threads
- Goroutines
- Communication, synchronization using channels

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