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Evening Lecture "Go: a different tack at building concurrent programs that grow with grace"

In this talk, we'll introduce the basic concepts of Go, focusing on its concurrency primitives and its interface model.

We'll see how these concepts, together with a great tooling and quick edit-compile-run cycle allow for a great development environment.

Finally, we'll touch on how these assets apply to science software: from control frameworks to soft real-time data acquisition systems.

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