# Building dApps

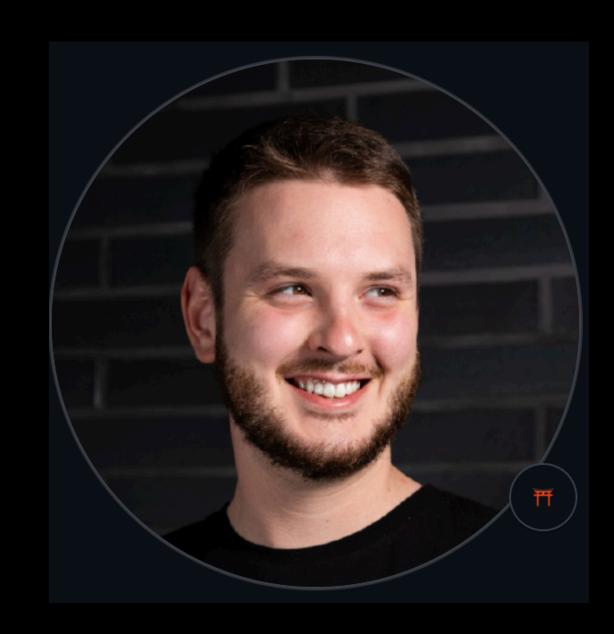
with



February 5th, 2025 Epitech

#### Who am 1?

- Leon Hudak
- DevRel Engineer @ gno.land
- 3.5 yrs in Web3, started with Ethereum
- https://github.com/leohhhn



## Today's agenda

- Why care about this talk?
- Short intro to Golang
- Intro to Gno & gno.land
- Conclusion

### Explore Web3 ecosystems!

- The IT world moves fast
- Things are done differently, with various pros and cons
- Ethereum, Solana, Cosmos, NEAR.....
- Opportunities lie everywhere

## What is **S**gno.land?

- A new blockchain, running a custom virtual machine the GnoVM
- Allows for writing smart contracts in Gno, an interpreted and fully deterministic version of Go

## Mhy Go?

- Go is a simple and straightforward language with a minimal learning curve
- Go has a large developer community, and lots of readily available resources, most of which can be used 1:1 for learning Gno
- Solid collection of performant, well-known standard libraries
- Gives lots of power to developers in spite of its simplicity

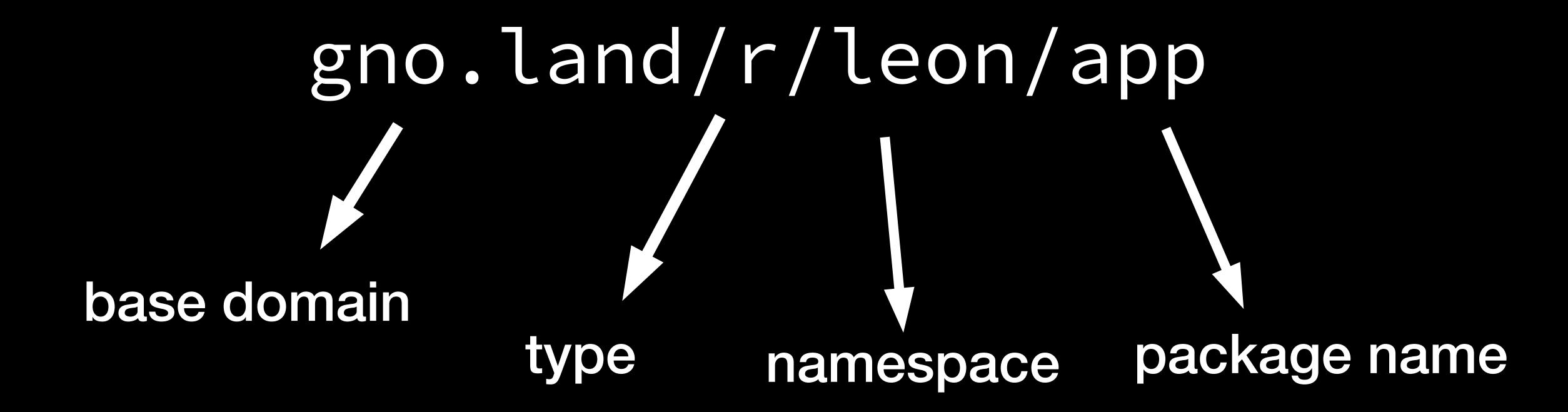
## Let's try Go

#### More on Gno...

- Modeled after Go 1.18
- Interpreted instead of compiled
- Currently does not support all go features, such as generics & goroutines
- Unlike Ethereum, all on-chain code lives on a specific package path, such as

```
gno.land/r/leon/app
```

#### Anatomy of a Gno package path

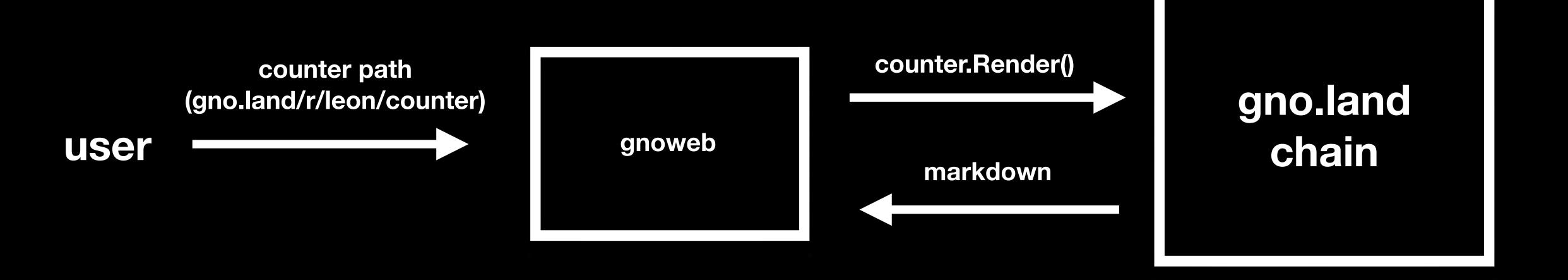


## Gno code organization

- Realms, stateful code "r/"
- On-chain libraries "p/"
- Standard libraries
- Special "std" package

```
package app
import (
         "std"
         "strconv"
         "strings"
\rightarrow
         "gno.land/p/demo/avl"
         "gno.land/r/demo/users"
```

## gnoweb & Render



#### Call for Contributions

- We are looking for early adopters to contribute to gno.land.
- Be among the first to build useful dApps, libraries and work on protocol level problems and make an impact on the future of gno.land.





Feedback form

Linktree (Student program, Grants, etc.)

## Thanks!







GitHub



**Discord**