

How I Collect my Links:
Neoclassical Webdev

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I collect hyperlinks on my site

<https://sdf.org/~pkal/links.html>

Requirements

I want a tree-like structure

Each link has metadata & comments

I want an RSS feed

Editable via a browser

Tech stack: Apache, CGI and Go

Why Apache?

I used shared hosting

I don't want like to administrate

Supports CGI

Why CGI?

No persistent process

Simple enough

Not a weird web framework

Why Go?

Exhaustive & portable stdlib

Simple memory management

Static-ish executable I can scp'y

Go and CGI?

net/http/cgi is in standard library!

Uses same HTTP interface as net/http.

What database?

WDYM database?

```
type Data struct {
    Links []Link
    Auth  []byte
    Conf  map[string]any
}
```

```
type Link struct {
    URL      string    `json:"url"`
    Source   string    `json:"src"`
    Title    string    `json:"title"`
    Comment  string    `json:"comment"`
    Time     time.Time `json:"time"`
    Sublinks []Link    `json:"sublinks"`
}
```

I just dump the data directly to disk

Go makes this easy with encoding/gob

Additionally we gzip it?

Most of the time nothing changes?

OK, so after each change modification
we just render HTML and write that to disk.

While at it, I also generate an Atom feed.

links.gob.gz

links.cgi

links.html

links.xml

links.xsl

The generated HTML file includes
links to the CGI script, that add
delete, edit and move tree nodes.

Described as having
"bizarre inner workings"
by feeble minds.

IDK, works for me.

Don't break it!