

# Go on Google App Engine

App Engine offers you a choice between two Go language environments. Both environments have the same code-centric developer workflow, scale quickly and efficiently to handle increasing demand, and enable you to use Google’s proven serving technology to build your web, mobile and IoT applications quickly and with minimal operational overhead. While the two environments have a lot in common, they differ in a few important ways.

## Choose your preferred environment

### Standard environment

- Go 1.12+ and Go 1.11 runtimes capable of running any framework, library, or binary.
- Optimized to scale nearly instantaneously to handle huge traffic spikes.
- [Free tier](#) (/appengine/pricing).
- Application can scale to 0 instances when there is no traffic. Most cost-effective for applications that have significant periods where they are not serving traffic.
- Fast deployment time.

[GO 1.11 DOCS](#)

### Flexible environment

- Open source runtimes capable of running any framework, library, or binary.
- Greater CPU and memory instance types.
- Can access resources in the same Compute Engine network.
- [Go 1.13, 1.12, 1.11, 1.10, 1.9](#) (/appengine/docs/flexible/go/runtime)
- No free tier. Application always has a minimum number of running instances. Most cost-effective for applications that serve traffic continuously.

[VIEW DOCS](#)

[/S/STANDARD/GO\) \(/APPENGINE/DOCS/STANDARD/GO\)](#) ([/APPENGINE/DOCS/FLEXIBLE/GO](#))

## Choosing an environment

You can run an App Engine application in two environments, the standard environment and the flexible environment. See a summary of differences between the two environments.

[LEARN MORE \(/APPENGINE/DOCS/THE-APPENGINE-ENVIRONMENTS\)](/APPENGINE/DOCS/THE-APPENGINE-ENVIRONMENTS)

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