

Congratulations! You passed!

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item

1. Suppose you want to start a goroutine which executes a function called **test1()**. What code would create this goroutine? 1 / 1 point

- ☐ **test1() go**
- ☐ **start test1()**
- ☐ **goroutine test1()**
- ☒ **go test1()**

✓ **Correct**
Correct!

2. When does a goroutine complete? 1 / 1 point

- I. When its code completes.
- II. When all goroutines complete.
- III. When the main goroutine completes.

- ☐ I and II, NOT III.
- ☒ I and III, NOT II.
- ☐ I, II, and III.
- ☐ I only.

✓ **Correct**
Correct!

3. Synchronization is useful for what purpose?

1 / 1 point

I. Restrict illegal interleavings.

II. Force events in different goroutines to occur in sequence.

III. Allow a goroutine to continue to execute after the main goroutine has completed.

☐ I, II, and III.

☐ I only.

☐ I and III, NOT II.

☒ I and II, NOT III.

✓ **Correct**
Correct!

4. If a goroutine g1 is using a WaitGroup wg to wait until another goroutine g2 completes a task, what method of the the WaitGroup should be called when g2 has finished the task?

1 / 1 point

☒ wg.Done()

☐ wg.End()

☐ wg.Finished()

☐ wg.Alarm()

✓ **Correct**
Correct!

5. If a goroutine g1 is using a WaitGroup wg to wait until another goroutine g2

1 / 1 point

completes a task, what method of the the WaitGroup should be called *before* g2 starts its task?

- ☐ wg.Fork()
- ☐ wg.Start()
- ☒ wg.Add()
- ☐ wg.Begin()

✓ **Correct**
Correct!

6. How might you write code to allow a goroutine to receive data from a channel c?

1 / 1 point

- ☐ x <- c
- ☒ x = <- c
- ☐ x = c
- ☐ x <-- c

✓ **Correct**
Correct!

7. What is the difference between a buffered channel and an unbuffered channel?

1 / 1 point

- ☒ A buffered channel can hold multiple objects until they are read. An unbuffered channel cannot.
- ☐ A buffered channel delays the transmission of data. An unbuffered channel does not.
- ☐ A buffered channel delays the reception of data. An unbuffered channel does not.
- ☐ A buffered channel can communicate between more than 2 goroutines. An unbuffered channel cannot.

✓ **Correct**

Correct!