Try again once you are ready

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Try again

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? **0 / 1 point**

- ◉ x <- c
- ○ x = <- c
- ○ x = c
- ○ x <-- c

✗ **Incorrect**
This is not legal.

7. What is the difference between a buffered channel and an unbuffered channel? **0 / 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.

✗ **Incorrect**

The number of communicating goroutines is not related to buffering.