✓ **Congratulations! You passed!**
TO PASS 75% or higher

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Module 3 Quiz

LATEST SUBMISSION GRADE

100%

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 completes a task, what method of the the WaitGroup should be called *before* g2 starts its task?   `1 / 1 point`

○ 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!