Congratulations! You passed!

TO PASS 75% or higher

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Module 3 Quiz

LATEST SUBMISSION GRADE

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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**

- [x] 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!