

✓ **Congratulations! You passed!**

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Grade received **100%** To pass 75% or higher

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!