✓ **恭喜！您通过了！**

下一项

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分数

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

○ **test1() go**

○ **start test1()**

○ **goroutine test1()**
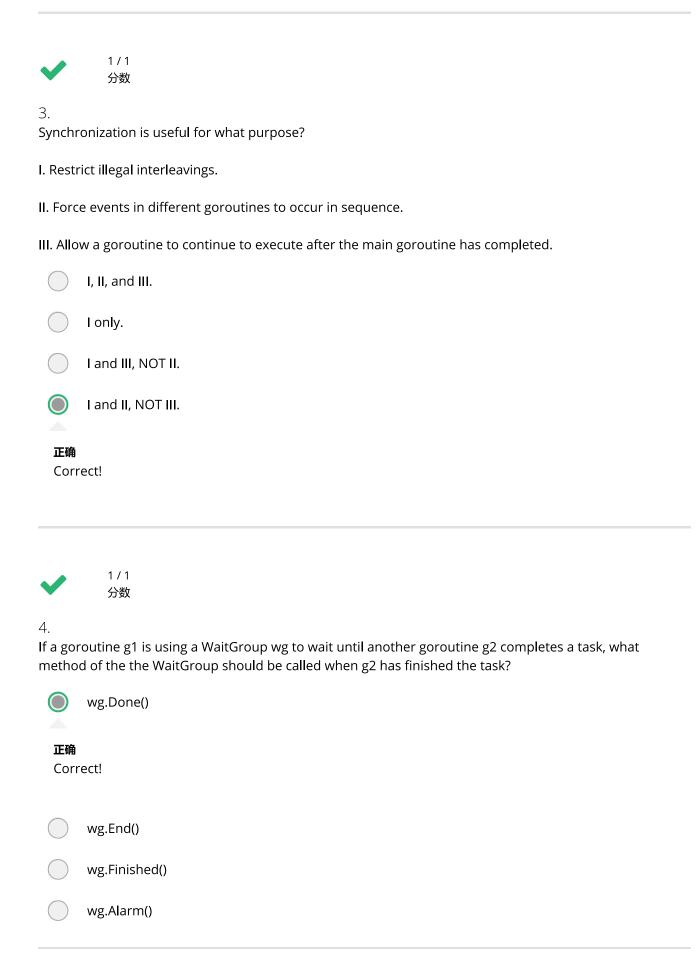
● **go test1()**

正确
Correct!

✓ 1 / 1
分数

2.
When does a goroutine complete?

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.

正确
Correct!

✔   1 / 1
分数

3.
Synchronization is useful for what purpose?

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.
▲

正确
Correct!

✔   1 / 1
分数

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?

◉ wg.Done()
▲

正确
Correct!

○ wg.End()

○ wg.Finished()

○ wg.Alarm()

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?

○ wg.Fork()

○ wg.Start()

◉ wg.Add()

正确
Correct!

○ wg.Begin()

---

1 / 1
分数

6.

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

○ x <- c

◉ x = <- c

正确
Correct!

○ x = c

○ x <-- c

---

1 / 1
分数

7.

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

◉ A buffered channel can hold multiple objects until they are read. An unbuffered channel cannot.

正确
Correct!

Module 3 Quiz

○ 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.