

Code review

1/3 points (graded)

The code above undergoes a code review and produces the following comments. Evaluate the comments.

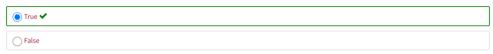
"The Squarer constructor shouldn't be putting references to the two queues directly into its rep; it should make defensive copies."



Explanation

Yes, Squarer does indeed share its (mutable) input and output queues with its client, and it's supposed to. Making a defensive copy would defeat the purpose, because the client needs to put messages into the input queue after the Squarer object has been created and its thread has started up. This is a limited form of shared mutable data that message-passing with blocking queues must use.

"Squarer.start() has an infinite loop in it, so the thread will never stop until the whole process is stopped."



Explanation

The while (true) loop will never exit. We'll see how to fix that in the next section.

"Squarer" can have only one client using it, because if multiple clients put requests in its input queue, their results will get mixed up in the result queue.



Explanation

Tyes, if multiple clients are putting requests in a single Squarer's input queue, their results will get mixed up. A client won't be able to just take() the next result from the output queue, because it might belong to a different client.



1 Answers are displayed within the problem

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