

Introduction to Resource Management

Exercises

- What is meant by "resources"?
- Why do resources need to be managed?

- What is meant by a "garbage collector"?
- Suggest a reason why C++ does not support garbage collection by default

- Give some examples of classes from the C++ Standard Library which manage resources
- What is meant by "encapsulation" in the context of C++ classes?

- What is meant by RAI?

- Describe some of the advantages of RAI