

RAII Class with Move Operators Solutions

Move Constructor Considerations

- When writing a move constructor, is moving the data members of the argument object sufficient?
 - No
 - The argument has been moved-from, so its data members may be undefined or no longer valid
 - The argument object must be left in a state where the caller can safely destroy it, without needing to perform any extra actions
 - For pointer members, the pointer in the argument object must be set to nullptr, so that deleting it does not affect the moved-to object's pointer
 - (Deleting a nullptr has no effect)

RAII Class with Move Operators

- Add move operators to the String class
- Write a program to test your class
- Make sure it does not crash or leak memory