Understanding Cairo's Ownership system

Cairo is a language built around a linear type system that allows us to statically ensure that in every Cairo program, a value is used exactly once. This linear type system helps prevent runtime errors by ensuring that operations that could cause such errors, such as writing twice to a memory cell, are detected at compile time.

This is achieved by implementing an ownership system and forbidding copying and dropping values by default. In this chapter, we'll talk about Cairo's ownership system as well as references and snapshots.