

Lock Guard Exercises

Exception in critical section

- Explain what happens if an exception is thrown in a critical section
- What approaches can programmers use to manage this situation?
- Suggest some situations other than exceptions being thrown in which these approaches could be useful

std::lock_guard

- Rewrite the program from the last exercise to use a lock_guard instead of locking and unlocking a mutex directly
- Do you notice any difference in running time between the two versions? Why might this be the case?

std::lock_guard

- Rewrite the "unscramble with exception" program from the last exercise to use an std::lock_guard instead of locking and unlocking a mutex directly
- What happens when you run the program? Explain your results.

std::lock_guard

- Suggest one feature that could usefully be added to std::lock_guard