Witnessed Relationships

- A *witnessed* relationship is a relationship represented by an object

  - As an object, a witnessed relationship is copyable and equality comparable

- When an object is copied or moved, any witnessed relationship that object was involved in is either maintained, severed, or *invalidated* with respect to the destination object

  - This includes copying or moving the object witnessing the relationship

- When an object is destructed, any witnessed relationship that object was involved in is either severed, or *invalidated.*

  - We may choose not to implement copy or move for witnessed relationships

  - This is how we get iterator invalidation "at a distance"