

```
void downloadFile(const std::string& host, unsigned int port, const std::string& filename)
{
    Lock lock();
    Connection connection(host, port);
    File file(filename);

    while (connection->hasMoreData())
    {
        file->writeLine(connection->readLine());
    }
}
```

This new version is much simpler. The RAI technique helped reduce the checks/catches needed to ensure everything was cleaned up properly. Because closing files and connections is now handled in the destructors, there's no additional code needed at all when it comes to clean up. In addition, because we no longer need to deal with pointers, everything is automatically deleted once the function is completed, or terminates due to an exception. Thus, clean code, no memory leaks, and automatic handling of "matched pairs" invoked at runtime.