

```
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 version is much simpler than the version from the notes. Since the classes are using RAII, the resource management exceptions are handled inside each class. We no longer need to worry that the constructor of these classes will throw any exceptions that will lead to memory leak; and do not need to call the `acquireLock`, `connect`, and `openFile` member functions as they are replaced by constructors. Finally, the destructors will be automatically called when we exit this function, and they will handle the deletion of any dynamically allocated objects.