



Resource Management Made Easy: Introducing Resource from Cats-Effect

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Resource



1. Initialisation
2. Usage
3. Finalisation

Example 1: File



1. Open a file
2. Read/Write data into the file
3. Close the file

Example 2: HTTP Server



1. Configure and start an HTTP server
2. Serve HTTP requests
3. Close the server

Example 3: Integration Tests



1. Create tables and setup test data
2. Run the tests
3. Drop or truncate the tables

Example 4: Queue



1. Pull an event from a queue
2. Process the event
3. On error, requeue the event



How to ensure the finalisation logic is executed?

in all circumstances



Solutions

Shutdown Hook



```
object Main extends App {  
    sys.addShutdownHook {  
        println("Application is shutting down")  
    }  
    println("Application is ready")  
}
```

Shutdown Hook



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Shutdown Hook



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    }  
    println("Application is ready")  
}
```

Shutdown Hook



```
object Main extends App {  
    sys.addShutdownHook {  
        println("Application is shutting down")  
    }  
    println("Application is ready")  
}  
// Application is ready  
// Application is shutting down
```

Shutdown Hook



```
object Main extends App {  
    val httpServer = ... // configure  
    sys.addShutdownHook {  
        httpServer.close()  
    }  
    httpServer.start()  
}
```

Before and After All



```
import org.scalatest.BeforeAndAfterAll
import org.scalatest.funsuite.AnyFunSuite

class UserRepositoryTest
  extends AnyFunSuite
  with BeforeAndAfterAll {

  override def beforeEach(): Unit = {
    // create user table
  }

  override def afterEach(): Unit = {
    // drop user table
  }

  test("create a new user") {
    userRepo.create(User("1234", "John", "Doe"))

    assert(userRepo.get("1234").isDefined)
  }
}
```

Before and After All



```
import org.scalatest.BeforeAndAfterAll
import org.scalatest.funsuite.AnyFunSuite

class UserRepositoryTest
  extends AnyFunSuite
  with BeforeAndAfterAll {

  override def beforeEach(): Unit = {
    // create user table
  }

  override def afterEach(): Unit = {
    // drop user table
  }

  test("create a new user") {
    userRepo.create(User("1234", "John", "Doe"))

    assert(userRepo.get("1234").isDefined)
  }
}
```

Try-Catch-Finally



```
var reader: BufferedReader = null  
  
try {  
    reader = new BufferedReader(new FileReader("text.txt"))  
    reader.readLine()  
} finally {  
    reader.close()  
}
```

Try-Catch-Finally



```
var reader: BufferedReader = null  
  
try {  
    reader = new BufferedReader(new FileReader("text.txt"))  
    reader.readLine()  
} finally {  
    reader.close()  
}
```

Try-Catch-Finally



```
var reader: BufferedReader = null  
  
try {  
    reader = new BufferedReader(new FileReader("text.txt"))  
    reader.readLine()  
} catch {  
    case e: IOException => ...  
} finally {  
    reader.close()  
}
```

Try-Catch-Finally



```
var reader: BufferedReader = null  
  
try {  
    reader = new BufferedReader(new FileReader("text.txt"))  
    reader.readLine()  
} finally {  
    reader.close()  
}
```

Try-Catch-Finally



```
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try {  
    reader = new BufferedReader(new FileReader("text.txt"))  
    reader.readLine()  
} finally {  
    reader.close()  
}
```

Try-Catch-Finally



```
try {
    val reader = new BufferedReader(new FileReader("text.txt"))
    reader.readLine()
} finally {
    reader.close() // ✗ reader isn't visible
}
```

Try-Catch-Finally



```
var reader: BufferedReader = null  
try {  
    reader = new BufferedReader(new FileReader("text.txt"))  
    reader.readLine()  
} finally {  
    reader.close()  
}
```

Try-Catch-Finally



```
var reader: BufferedReader = null  
  
try {  
    reader = new BufferedReader(new FileReader("text.txt")) // FileNotFoundException  
    reader.readLine()  
} finally {  
    reader.close()  
}
```

Try-Catch-Finally



```
var reader: BufferedReader = null
try {
    reader = new BufferedReader(new FileReader("text.txt")) // FileNotFoundException
    reader.readLine()
} finally {
    reader.close() // NullPointerException
}
```

Try-Catch-Finally



```
var reader: BufferedReader = null
try {
    reader = new BufferedReader(new FileReader("text.txt")) // FileNotFoundException
    reader.readLine()
} finally {
    reader.close() // NullPointerException
}
// 1) FileNotFoundException
// 2) NullPointerException
// 3) Something else?
```

Try-Catch-Finally



```
var reader: BufferedReader = null
try {
    reader = new BufferedReader(new FileReader("text.txt")) // FileNotFoundException
    reader.readLine()
} finally {
    reader.close() // NullPointerException
}
// 1) FileNotFoundException
// 2) NullPointerException
// 3) Something else?
```

Try-Catch-Finally



```
var reader    : BufferedReader = null
var errorInTry: Throwable  = null

try {
  reader = new BufferedReader(new FileReader("text.txt"))
  reader.readLine()
} catch {
  case e: Throwable =>
    errorInTry = e
    throw e
} finally {
  try {
    reader.close()
  } catch {
    case errorInFinally: Throwable =>
      if(errorInTry != null) {
        errorInTry.addSuppressed(errorInFinally)
        throw errorInTry
      } else
        throw errorInFinally
  }
}
```

Try-Catch-Finally



```
var reader    : BufferedReader = null
var errorInTry: Throwable = null

try {
  reader = new BufferedReader(new FileReader("text.txt"))
  reader.readLine()
} catch {
  case e: Throwable =>
    errorInTry = e
    throw e
} finally {
  try {
    reader.close()
  } catch {
    case errorInFinally: Throwable =>
      if(errorInTry != null) {
        errorInTry.addSuppressed(errorInFinally)
        throw errorInTry
      } else
        throw errorInFinally
  }
}
```

Try-Catch-Finally



```
var reader    : BufferedReader = null
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try {
  reader = new BufferedReader(new FileReader("text.txt"))
  reader.readLine()
} catch {
  case e: Throwable =>
    errorInTry = e
    throw e
} finally {
  try {
    reader.close()
  } catch {
    case errorInFinally: Throwable =>
      if(errorInTry != null) {
        errorInTry.addSuppressed(errorInFinally)
        throw errorInTry
      } else
        throw errorInFinally
  }
}
```

Try-Catch-Finally



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var reader    : BufferedReader = null
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    errorInTry = e
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  try {
    reader.close()
  } catch {
    case errorInFinally: Throwable =>
      if(errorInTry != null) {
        errorInTry.addSuppressed(errorInFinally)
        throw errorInTry
      } else
        throw errorInFinally
  }
}
```

Try-Catch-Finally



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var reader    : BufferedReader = null
var errorInTry: Throwable  = null

try {
  reader = new BufferedReader(new FileReader("text.txt"))
  reader.readLine()
} catch {
  case e: Throwable =>
    errorInTry = e
    throw e
} finally {
  try {
    reader.close()
  } catch {
    case errorInFinally: Throwable =>
      if(errorInTry != null) {
        errorInTry.addSuppressed(errorInFinally)
        throw errorInTry
      } else
        throw errorInFinally
  }
}
```

Try-Catch-Finally



```
var reader    : BufferedReader = null
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  reader = new BufferedReader(new FileReader("text.txt"))
  reader.readLine()
} catch {
  case e: Throwable =>
    errorInTry = e
    throw e
} finally {
  try {
    reader.close()
  } catch {
    case errorInFinally: Throwable =>
      if(errorInTry != null) {
        errorInTry.addSuppressed(errorInFinally)
        throw errorInTry
      } else
        throw errorInFinally
  }
}
```

Try-Catch-Finally



```
var reader    : BufferedReader = null
var errorInTry: Throwable   = null

try {
  reader = new BufferedReader(new FileReader("text.txt"))
  reader.readLine()
} catch {
  case e: Throwable =>
    errorInTry = e
    throw e
} finally {
  try {
    reader.close()
  } catch {
    case errorInFinally: Throwable =>
      if(errorInTry != null) {
        errorInTry.addSuppressed(errorInFinally)
        throw errorInTry
      } else
        throw errorInFinally
  }
}
```



Try-Catch-Finally



```
var reader    : BufferedReader = null
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    reader = new BufferedReader(new FileReader("text.txt"))
    reader.readLine()
} catch {
    case e: Throwable =>
        errorInTry = e
        throw e
} finally {
    try {
        reader.close()
    } catch {
        case errorInFinally: Throwable =>
            if(errorInTry != null) {
                errorInTry.addSuppressed(errorInFinally)
                throw errorInTry
            } else
                throw errorInFinally
    }
}
```



Using

from package `scala.util` (from 2.13)

Using



```
import scala.util.Using
Using {
  new BufferedReader(new FileReader("text.txt"))
} { reader =>
  reader.readLine()
}
```

Using



```
import scala.util.Using  
  
Using {  
    new BufferedReader(new FileReader("text.txt"))  
} { reader =>  
    reader.readLine()  
}
```

Using



```
import scala.util.Using
Using {
  new BufferedReader(new FileReader("text.txt"))
} { reader =>
  reader.readLine()
}
```

Using



```
import scala.util.Using
Using {
  new BufferedReader(new FileReader("text.txt"))
} { reader =>
  reader.readLine()
}
```

Close resource automatically

Handle multiple errors

Using returns a Try



```
import scala.util.{Using, Try}

Using {
  new BufferedReader(new FileReader("test.txt"))
} { reader =>
  reader.readLine()
}
// res: Try[String] = ...
```

Using returns a Try



```
import scala.util.{Using, Try}  
  
Using {  
    new BufferedReader(new FileReader("test.txt"))  
} { reader =>  
    reader.readLine()  
}  
// res: Try[String] = ...
```

Using returns a Try



```
import scala.util.{Using, Try}

Using [
  new BufferedReader(new FileReader("test.txt"))
] { reader =>
  reader.readLine()
}
// res: Try[String] = Success("Hello World")
```

Using returns a Try



```
import scala.util.{Using, Try}

Using [
  new BufferedReader(new FileReader("test.txt"))
} { reader =>
  reader.readLine()
}
// res: Try[String] = Failure(java.io.FileNotFoundException: test.txt)
```

Using with multiple resources



```
import scala.util.Using

Using.Manager { register =>
  val fileToRead = register(new BufferedReader(new FileReader("file1.txt")))
  val fileToWrite = register(new BufferedWriter(new FileWriter("file1-copy.txt")))

  Iterator
    .continually(reader.readLine())
    .takeWhile(_ != null)
    .foreach { line =>
      writer.write(line)
      writer.newLine()
    }
}
```

Using with multiple resources



```
import scala.util.Using

Using.Manager { register =>
  val fileToRead = register(new BufferedReader(new FileReader("file1.txt")))
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  Iterator
    .continually(reader.readLine())
    .takeWhile(_ != null)
    .foreach { line =>
      writer.write(line)
      writer.newLine()
    }
}
```

Close resources in reverse initialisation order

Using under the hood



```
import scala.util.Using  
  
Using {  
  new BufferedReader(new FileReader("test.txt"))  
} { reader =>  
  reader.readLine()  
}
```

```
object Using {  
  def apply[R: Releasable, A](initialise: => R)(use: R => A): Try[A]  
}
```

Using under the hood



```
import scala.util.Using  
  
Using {  
    new BufferedReader(new FileReader("test.txt"))  
} { reader =>  
    reader.readLine()  
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Using under the hood



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```
object Using {  
    def apply[R: Releasable, A](initialise: => R)(use: R => A): Try[A]  
}
```

Using under the hood



```
import scala.util.Using

Using {
  new BufferedReader(new FileReader("test.txt"))
} { reader =>
  reader.readLine()
}
```

```
object Using {
  def apply[R: Releasable, A](initialise: => R)(use: R => A): Try[A]
}

trait Releasable[-R] {
  def release(initialise: R): Unit // implemented for all AutoCloseable
}
```

Using under the hood



```
import scala.util.Using

Using {
  new BufferedReader(new FileReader("test.txt"))
} { reader =>
  reader.readLine()
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```

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object Using {
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}

trait Releasable[-R] {
  def release(initialise: R): Unit // implemented for all AutoCloseable
}
```

Using custom finalizer



```
Using {
  val database = ...
  database.execute(sql"""
    CREATE TABLE user(
      id TEXT PRIMARY KEY,
      name TEXT NOT NULL,
      dob DATE
    """)
  database
} { database =>
  test("create new user") { ... }
  test("delete user") { ... }
} { using () =>
  database.execute(sql"DROP TABLE user")
  database.close()
}
```

Using custom finalizer



```
Using {
    val database = ...
    database.execute(sql"""
        CREATE TABLE user(
            id TEXT PRIMARY KEY,
            name TEXT NOT NULL,
            dob DATE
        """)
    database
} { database =>
    test("create new user") { ... }
    test("delete user") { ... }
} { using () =>
    database.execute(sql"DROP TABLE user")
    database.close()
}
```

Using custom finalizer



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  test("create new user") { ... }
  test("delete user") { ... }
} { using () =>
  database.execute(sql"DROP TABLE user")
  database.close()
}
```

Using custom finalizer



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  database.execute(sql"DROP TABLE user")
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```

Using custom finalizer



```
Using {
  val database = ...
  database.execute(sql"""
    CREATE TABLE user(
      id TEXT PRIMARY KEY,
      name TEXT NOT NULL,
      dob DATE
    """)
  database
} { database =>
  test("create new user") { ... }
  test("delete user") { ... }
} { using () =>
  database.execute(sql"DROP TABLE user")
  database.close()
}
```

Only for Scala 3

Using limitations



1. Finalizer doesn't know if there was an error

```
trait Releasable[-R] {  
    def release(initialise: R): Unit  
}
```

Using limitations



1. Finalizer doesn't know if there was an error

```
trait Releasable[-R] {  
    def release(initialise: R): Unit  
}
```

Using limitations



1. Finalizer doesn't know if there was an error
2. Only works with synchronous logic

```
Using {  
    HttpClient.create(...)  
} { client =>  
    client.get("https://www.githubstatus.com/api/v2/summary.json")  
}  
// res: Future[Json] = ...
```

Using limitations



1. Finalizer doesn't know if there was an error
2. Only works with synchronous logic

```
Using {  
    HttpClient.create(...)  
} { client =>  
    client.get("https://www.githubstatus.com/api/v2/summary.json")  
}  
// res: Future[Json] = ...
```

Using limitations



1. Finalizer doesn't know if there was an error
2. Only works with synchronous logic

```
Using {  
    HttpClient.create(...)  
} { client =>  
    client.get("https://www.githubstatus.com/api/v2/summary.json")  
}  
// res: Future[Json] = ...
```



Resource

```
"org.typelevel" %% "cats-effect" % "3.5.1"
```

Resource



```
import cats.effect.kernel.Resource
def fileToRead(path: String): Resource[IO, BufferedReader] =
  ...
```

Resource



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import cats.effect.kernel.Resource
def fileToRead(path: String): Resource[IO, BufferedReader] =
  ...
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Resource



```
import cats.effect.kernel.Resource
def fileToRead(path: String): Resource[IO, BufferedReader] =
  ...
```

Resource



```
import cats.effect.kernel.Resource
def fileToRead(path: String): Resource[IO, BufferedReader] =
  ...
```

```
import cats.effect.IO
fileToRead("test.txt")
  .use(reader =>
    IO(reader.readLine())
  )
```

Resource



```
import cats.effect.kernel.Resource
def fileToRead(path: String): Resource[IO, BufferedReader] =
  ...
```

```
import cats.effect.IO
fileToRead("test.txt")
  .use(reader =>
    IO(reader.readLine())
  )
```

Resource



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  .use(reader =>
    IO(reader.readLine())
  )
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Resource



```
import cats.effect.kernel.Resource
def fileToRead(path: String): Resource[IO, BufferedReader] =
  ...
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Resource



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import cats.effect.kernel.Resource
def fileToRead(path: String): Resource[IO, BufferedReader] =
  ...
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```
import cats.effect.IO
fileToRead("test.txt")
  .use(reader =>
    IO(reader.readLine())
  )
```

Resource



```
import cats.effect.kernel.Resource
def fileToRead(path: String): Resource[IO, BufferedReader] =
  ...
```

1. Support Sync and Async

```
import cats.effect.IO
fileToRead("test.txt")
  .use(reader =>
    IO(reader.readLine())
  )
```

Resource



```
import cats.effect.kernel.Resource
def fileToRead(path: String): Resource[IO, BufferedReader] =
  ...
```

```
import cats.effect.IO
fileToRead("test.txt")
  .use(reader =>
    IO(reader.readLine())
  )
```

1. Support Sync and Async

2. Handle errors

Resource



```
import cats.effect.kernel.Resource
def fileToRead(path: String): Resource[IO, BufferedReader] =
  ...
```

```
import cats.effect.IO
fileToRead("test.txt")
  .use(reader =>
    IO(reader.readLine())
  )
```

1. Support Sync and Async

2. Handle errors

3. Handle cancellation

Resource



```
import cats.effect.kernel.Resource

def fileToRead(path: String): Resource[IO, BufferedReader] =
  Resource.make(
    IO(new BufferedReader(new FileReader(path)))
  )(reader =>
    IO(reader.close())
  )
```

Resource



```
import cats.effect.kernel.Resource

def fileToRead(path: String): Resource[IO, BufferedReader] =
  Resource.make(
    IO(new BufferedReader(new FileReader(path)))
  )(reader =>
    IO(reader.close())
  )
```

Resource



```
import cats.effect.kernel.Resource

def fileToRead(path: String): Resource[IO, BufferedReader] =
  Resource.make(
    IO(new BufferedReader(new FileReader(path)))
  )(reader =>
    IO(reader.close())
  )
```

Resource



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import cats.effect.kernel.Resource

def fileToRead(path: String): Resource[IO, BufferedReader] =
  Resource.make(
    IO(new BufferedReader(new FileReader(path)))
  )(reader =>
    IO(reader.close())
  )
```

Resource



```
import cats.effect.kernel.Resource

def fileToRead(path: String): Resource[IO, BufferedReader] =
  Resource.make(
    IO(new BufferedReader(new FileReader(path)))
  )(reader =>
    IO(reader.close())
  )
```

Resource



```
import cats.effect.kernel.Resource
def fileToRead(path: String): Resource[IO, BufferedReader] =
  Resource.fromAutoCloseable(
    IO(new BufferedReader(new FileReader(path)))
  )
```

Resource

```
Resource
  .fromAutoCloseable(IO(new FileWriter("test.txt")))
  .use(writer =>
    IO(writer.write("Hello World"))
  )
```

Using



```
Using {
  new FileWriter("test.txt")
} { writer =>
  writer.write("Hello World")
}
```

Working with multiple resources



```
def fileToRead(path: String): Resource[IO, BufferedReader] = ...
def fileToWrite(path: String): Resource[IO, BufferedWriter] = ...
```

Working with multiple resources



```
def fileToRead(path: String): Resource[IO, BufferedReader] = ...
def fileToWrite(path: String): Resource[IO, BufferedWriter] = ...
```

Working with multiple resources



```
def fileToRead(path: String): Resource[IO, BufferedReader] = ...
def fileToWrite(path: String): Resource[IO, BufferedWriter] = ...

for {
  reader <- fileToRead("file1.txt"),
  writer <- fileToWrite("file1-copy.txt")
} yield (reader, writer)
```

Working with multiple resources



```
def fileToRead(path: String): Resource[IO, BufferedReader] = ...
def fileToWrite(path: String): Resource[IO, BufferedWriter] = ...

for {
  reader <- fileToRead("file1.txt"),
  writer <- fileToWrite("file1-copy.txt")
} yield (reader, writer)
// res: Resource[IO, (BufferedReader, BufferedWriter)]
```

Working with multiple resources



```
def fileToRead(path: String): Resource[IO, BufferedReader] = ...
def fileToWrite(path: String): Resource[IO, BufferedWriter] = ...

import cats.implicits._

(fileToRead("file1.txt"), fileToWrite("file1-copy.txt"))
  .tupled
// res: Resource[IO, (BufferedReader, BufferedWriter)]
```

Working with multiple resources



```
def fileToRead(path: String): Resource[IO, BufferedReader] = ...
def fileToWrite(path: String): Resource[IO, BufferedWriter] = ...

import cats.implicits._

(fileToRead("file1.txt"), fileToWrite("file1-copy.txt"))
  .tupled
  .use { case (reader, writer) =>
    ???
}
```

Working with multiple resources



```
def fileToRead(path: String): Resource[IO, BufferedReader] = ...
def fileToWrite(path: String): Resource[IO, BufferedWriter] = ...

import cats.implicits._

(fileToRead("file1.txt"), fileToWrite("file1-copy.txt"))
  .tupled
  .use { case (reader, writer) =>
  IO {
    Iterator
      .continually(reader.readLine())
      .takeWhile(_ != null)
      .foreach{ line =>
        writer.write(line)
        writer.newLine()
      }
  }
}
```

Library support

Http4s

```
EmberServerBuilder
  .default[IO]
  .withHost(ipv4"0.0.0.0")
  .withPort(port"8080")
  .build
// res: Resource[IO, Server]
```

Doobie

```
HikariTransactor.newHikariTransactor[IO](
  driverClassName = "org.postgresql.Driver",
  url             = "postgresql://localhost:5432/mydb",
  user            = "admin",
  pass            = "admin",
  connectEC       = ExecutionContext.global
)
// res: Resource[IO, HikariTransactor[IO]]
```

Library support

Http4s

```
EmberServerBuilder
  .default[IO]
  .withHost(ipv4"0.0.0.0")
  .withPort(port"8080")
  .build
// res: Resource[IO, Server]
```

Doobie

```
HikariTransactor.newHikariTransactor[IO](
  driverClassName = "org.postgresql.Driver",
  url             = "postgresql://localhost:5432/mydb",
  user            = "admin",
  pass            = "admin",
  connectEC       = ExecutionContext.global
)
// res: Resource[IO, HikariTransactor[IO]]
```

Library support

Http4s

```
EmberServerBuilder
  .default[IO]
  .withHost(ipv4"0.0.0.0")
  .withPort(port"8080")
  .build
// res: Resource[IO, Server]
```

Doobie

```
HikariTransactor.newHikariTransactor[IO](
  driverClassName = "org.postgresql.Driver",
  url             = "postgresql://localhost:5432/mydb",
  user            = "admin",
  pass            = "admin",
  connectEC       = ExecutionContext.global
)
// res: Resource[IO, HikariTransactor[IO]]
```

Example 4: Queue



1. Pull an event from a queue
2. Process the event
3. On error, requeue the event

Queue



```
import scala.collection.mutable.Queue
def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =
  ...
```

Queue



```
import scala.collection.mutable.Queue
def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =
  ...
```

Queue



```
import scala.collection.mutable.Queue
def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =
  ...
```

Queue



```
import scala.collection.mutable.Queue
def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =
  ...
```

Queue



```
import scala.collection.mutable.Queue
def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =
  Resource.makeCase(
    IO(queue.dequeue())
  )((value, exitCase) =>
  ...
)
```

Queue



```
import scala.collection.mutable.Queue  
  
def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =  
  Resource.makeCase(  
    IO(queue.dequeue())  
  )((value, exitCase) =>  
    ...  
  )
```

Queue



```
import scala.collection.mutable.Queue
def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =
  Resource.makeCase(
    IO(queue.dequeue())
  )(value, exitCase) =>
  ...
)
```

Queue



```
import scala.collection.mutable.Queue  
  
def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =  
  Resource.makeCase(  
    IO(queue.dequeue())  
  )((value, exitCase) =>  
    ...  
  )
```

```
enum ExitCase {  
  case Succeeded  
  case Errorred(e: Throwable)  
  case Canceled  
}
```

Queue



```
import scala.collection.mutable.Queue  
  
def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =  
  Resource.makeCase(  
    IO(queue.dequeue())  
  )((value, exitCase) =>  
    ...  
  )
```

```
enum ExitCase {  
  case Succeeded  
  case Errorred(e: Throwable)  
  case Canceled  
}
```

Queue



```
import scala.collection.mutable.Queue  
  
def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =  
  Resource.makeCase(  
    IO(queue.dequeue())  
  )((value, exitCase) =>  
    ...  
  )
```

```
enum ExitCase {  
  case Succeeded  
  case Errorred(e: Throwable)  
  case Canceled  
}
```

Queue



```
import scala.collection.mutable.Queue  
  
def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =  
  Resource.makeCase(  
    IO(queue.dequeue())  
  )((value, exitCase) =>  
    ...  
  )
```

```
enum ExitCase {  
  case Succeeded  
  case Errorred(e: Throwable)  
  case Canceled  
}
```

Queue



```
import scala.collection.mutable.Queue
import cats.effect.kernel.Resource.ExitCase._

def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =
  Resource.makeCase(
    IO(queue.dequeue())
  )((value, exitCase) =>
    exitCase match {
      case Succeeded          => ???
      case Errorred(_) | Canceled => ???
    }
  )
```

Queue



```
import scala.collection.mutable.Queue
import cats.effect.kernel.Resource.ExitCase._

def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =
  Resource.makeCase(
    IO(queue.dequeue())
  )((value, exitCase) =>
    exitCase match {
      case Succeeded          => IO.unit
      case Errored(_) | Canceled => ???
    }
  )
```

Queue



```
import scala.collection.mutable.Queue
import cats.effect.kernel.Resource.ExitCase._

def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =
  Resource.makeCase(
    IO(queue.dequeue())
  )((value, exitCase) =>
    exitCase match {
      case Succeeded          => IO.unit
      case Errorred(_) | Canceled => IO(queue.enqueue(value))
    }
  )
```

Queue



```
import scala.collection.mutable.Queue
import cats.effect.kernel.Resource.ExitCase._

def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =
  Resource.makeCase(
    IO(queue.dequeue())
  )((value, exitCase) =>
  exitCase match {
    case Succeeded          => IO.unit
    case Errored(_) | Canceled => IO(queue.enqueue(value))
  }
).evalTap(value => IO(println(s"Processing $value")))
.onFinalize(IO(println("Queue after finalizer: " + queue)))
```

Queue



```
import scala.collection.mutable.Queue
import cats.effect.kernel.Resource.ExitCase._

def requeueOnError[A](queue: Queue[A]): Resource[IO, A] =
  Resource.makeCase(
    IO(queue.dequeue())
  )((value, exitCase) =>
    exitCase match {
      case Succeeded          => IO.unit
      case Errored(_) | Canceled => IO(queue.enqueue(value))
    }
  )
  .evalTap(value => IO(println(s"Processing $value")))
  .onFinalize(IO(println("Queue after finalizer: " + queue)))
```

Queue



```
import scala.collection.mutable.Queue  
  
val queue: Queue[Int] = Queue(1,2,3,4)  
  
def process(event: Int): IO[Unit] =  
  if(event == 2) IO.raiseError(new Exception("Boom"))  
  else IO.unit  
  
val consume1: IO[Unit] = requeueOnError(queue).use(process)  
consume1.unsafeRunSync()
```

Queue



```
import scala.collection.mutable.Queue
val queue: Queue[Int] = Queue(1,2,3,4)

def process(event: Int): IO[Unit] =
  if(event == 2) IO.raiseError(new Exception("Boom"))
  else IO.unit

val consume1: IO[Unit] = requeueOnError(queue).use(process)
consume1.unsafeRunSync()
```

Queue



```
import scala.collection.mutable.Queue  
  
val queue: Queue[Int] = Queue(1,2,3,4)  
  
def process(event: Int): IO[Unit] =  
  if(event == 2) IO.raiseError(new Exception("Boom"))  
  else IO.unit  
  
val consume1: IO[Unit] = requeueOnError(queue).use(process)  
consume1.unsafeRunSync()
```

Queue



```
import scala.collection.mutable.Queue  
  
val queue: Queue[Int] = Queue(1,2,3,4)  
  
def process(event: Int): IO[Unit] =  
  if(event == 2) IO.raiseError(new Exception("Boom"))  
  else IO.unit  
  
val consume1: IO[Unit] = requeueOnError(queue).use(process)  
  
consume1.unsafeRunSync()
```

Queue



```
import scala.collection.mutable.Queue
val queue: Queue[Int] = Queue(1,2,3,4)

def process(event: Int): IO[Unit] =
  if(event == 2) IO.raiseError(new Exception("Boom"))
  else IO.unit

val consume1: IO[Unit] = requeueOnError(queue).use(process)

consume1.unsafeRunSync()
// Processing 1
// Queue after finalizer: Queue(2, 3, 4)
```

Queue



```
import scala.collection.mutable.Queue
val queue: Queue[Int] = Queue(1,2,3,4)

def process(event: Int): IO[Unit] =
  if(event == 2) IO.raiseError(new Exception("Boom"))
  else IO.unit

val consume1: IO[Unit] = requeueOnError(queue).use(process)

consume1.unsafeRunSync()
// Processing_1
// Queue after finalizer: Queue(2, 3, 4)
```

Queue



```
import scala.collection.mutable.Queue

val queue: Queue[Int] = Queue(1,2,3,4)

def process(event: Int): IO[Unit] =
  if(event == 2) IO.raiseError(new Exception("Boom"))
  else IO.unit

val consume1: IO[Unit] = requeueOnError(queue).use(process)

consume1
  .replicateA(3)
  .unsafeRunSync()
// Processing 1
// Queue after finalizer: Queue(2, 3, 4)
// Processing 2
// Queue after finalizer: Queue(3, 4, 2)
// Exception in thread "main" java.lang.Exception: Boom
```

Queue



```
import scala.collection.mutable.Queue
val queue: Queue[Int] = Queue(1,2,3,4)

def process(event: Int): IO[Unit] =
  if(event == 2) IO.raiseError(new Exception("Boom"))
  else IO.unit

val consume1: IO[Unit] = requeueOnError(queue).use(process)

consume1
  .replicateA(3)
  .unsafeRunSync()
// Processing 1
// Queue after finalizer: Queue(2, 3, 4)
// Processing 2
// Queue after finalizer: Queue(3, 4, 2)
// Exception in thread "main" java.lang.Exception: Boom
```

Queue



```
import scala.collection.mutable.Queue
val queue: Queue[Int] = Queue(1,2,3,4)
def process(event: Int): IO[Unit] =
  if(event == 2) IO.raiseError(new Exception("Boom"))
  else IO.unit
val consume1: IO[Unit] = requeueOnError(queue).use(process)
consume1
  .replicateA(3)
  .unsafeRunSync()
// Processing 1
// Queue after finalizer: Queue(2, 3, 4)
// Processing 2
// Queue after finalizer: Queue(3, 4, 2)
// Exception in thread "main" java.lang.Exception: Boom
```

Queue



```
import scala.collection.mutable.Queue
val queue: Queue[Int] = Queue(1,2,3,4)
def process(event: Int): IO[Unit] =
  if(event == 2) IO.raiseError(new Exception("Boom"))
  else IO.unit
val consume1: IO[Unit] = requeueOnError(queue).use(process)
consume1
  .replicateA(3)
  .unsafeRunSync()
// Processing 1
// Queue after finalizer: Queue(2, 3, 4)
// Processing 2
// Queue after finalizer: Queue(3, 4, 2)
// Exception in thread "main" java.lang.Exception: Boom
```

Queue



```
import scala.collection.mutable.Queue
val queue: Queue[Int] = Queue(1,2,3,4)

def process(event: Int): IO[Unit] =
  if(event == 2) IO.raiseError(new Exception("Boom"))
  else IO.unit

val consume1: IO[Unit] = requeueOnError(queue).use(process)

consume1
  .handleErrorWith(e => IO(println(s"An error occurred: $e")))
  .replicateA(3)
  .unsafeRunSync()
// Processing 1
// Queue after finalizer: Queue(2, 3, 4)
// Processing 2
// Queue after finalizer: Queue(3, 4, 2)
// An error occurred: java.lang.Exception: Boom
// Processing 3
// Queue after finalizer: Queue(4, 2)
```

Queue



```
import scala.collection.mutable.Queue
val queue: Queue[Int] = Queue(1,2,3,4)

def process(event: Int): IO[Unit] =
  if(event == 2) IO.raiseError(new Exception("Boom"))
  else IO.unit

val consume1: IO[Unit] = requeueOnError(queue).use(process)

consume1
  .handleErrorWith(e => IO(println(s"An error occurred: $e")))
  .replicateA(3)
  .unsafeRunSync()
// Processing 1
// Queue after finalizer: Queue(2, 3, 4)
// Processing 2
// Queue after finalizer: Queue(3, 4, 2)
// An error occurred: java.lang.Exception: Boom
// Processing 3
// Queue after finalizer: Queue(4, 2)
```

Queue



```
import scala.collection.mutable.Queue
val queue: Queue[Int] = Queue(1,2,3,4)

def process(event: Int): IO[Unit] =
  if(event == 2) IO.raiseError(new Exception("Boom"))
  else IO.unit

val consume1: IO[Unit] = requeueOnError(queue).use(process)

consume1
  .handleErrorWith(e => IO(println(s"An error occurred: $e")))
  .replicateA(3)
  .unsafeRunSync()
// Processing 1
// Queue after finalizer: Queue(2, 3, 4)
// Processing 2
// Queue after finalizer: Queue(3, 4, 2)
// An error occurred: java.lang.Exception: Boom
// Processing 3
// Queue after finalizer: Queue(4, 2)
```

Queue



```
import scala.collection.mutable.Queue
val queue: Queue[Int] = Queue(1,2,3,4)

def process(event: Int): IO[Unit] =
  if(event == 2) IO.raiseError(new Exception("Boom"))
  else IO.unit

val consume1: IO[Unit] = requeueOnError(queue).use(process)

consume1
  .handleErrorWith(e => IO(println(s"An error occurred: $e")))
  .replicateA(3)
  .unsafeRunSync()
// Processing 1
// Queue after finalizer: Queue(2, 3, 4)
// Processing 2
// Queue after finalizer: Queue(3, 4, 2)
// An error occurred: java.lang.Exception: Boom
// Processing 3
// Queue after finalizer: Queue(4, 2)
```

Resource summary



1. General solution
2. Support Sync and Async execution
3. Lots of utility methods and constructors
4. 3rd party libraries can expose them
5. Main drawback: it works with an IO-like effect

Decision tree



If you use Vanilla Scala and/or Akka

Shutdown hooks and Using

Decision tree



If you use Vanilla Scala and/or Akka

Shutdown hooks and Using

If you use Typelevel

Resource

Decision tree



If you use Vanilla Scala and/or Akka

Shutdown hooks and Using

If you use Typelevel

Resource

If you use ZIO

Scope



Thank You!

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One last thing

FS2 Stream



```
Files.forIO.readAll("users.csv")           // Stream of Byte
      .through(text.utf8.decode)           // Stream of String
      .map(parseCsvLine)                 // Stream of Option[User]
      .unNone                           // Stream of User
      .map(JsonEncoder.encodeUser)        // Stream of String
      .through(text.utf8.encode)          // Stream of Byte
      .through(Files.forIO.writeAll("users.json")) // Stream of Nothing
      .compile.drain                     // IO      of Unit

case class User(name: String, email: String, approved: Boolean)

def parseCsvLine(line: String): Option[User] = ...

def encodeToJson(user: User): String = ...
```