**RAII (Resource Acquisition Is Initialization)** is a C++ programming technique that binds the lifetime of a resource (such as memory, file handles, or sockets) to the lifetime of an object, ensuring proper resource management and exception safety.

Here are five reference links where you can learn more about RAII:

1. [Resource Acquisition Is Initialization - cppreference.com](https://en.cppreference.com/w/cpp/language/raii): A comprehensive explanation of RAII with examples.
2. [RAII Idiom - Educative](https://www.educative.io/courses/master-software-design-patterns-and-architecture-in-c-plus-plus/raii-idiom): A detailed tutorial on RAII and its implementation.
3. [RAII in Java - Java Code Geeks](https://www.javacodegeeks.com/2017/08/raii-in-java.html): An exploration of RAII concepts in Java.
4. [Resource Acquisition Is Initialization - GeeksforGeeks](https://www.geeksforgeeks.org/resource-acquisition-is-initialization/): An article explaining RAII with examples.
5. [Explore Resource Managing Approach and RAII Design Pattern](https://justgokus.medium.com/explore-resource-managing-approach-and-raii-design-pattern-90ebec88dd13): A practical guide to resource management and RAII.

Remember to practice RAII in your code to ensure efficient and safe resource handling! 🚀