

Try-with-resources and AutoCloseable



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Syntax of Try-with-resources



What is a Resource?

A **resource** is an object of a type that implements interface `java.lang.AutoCloseable`

```
public interface AutoCloseable {  
    void close() throws Exception;  
}
```



Syntax of Try-with-resources

```
try (InputStream in = new FileInputStream("example.png")) {  
    // ...  
}
```

Syntax of Try-with-resources

```
try (var in = new FileInputStream("example.png")) {  
    // ...  
}
```

You can use **var** to declare a resource variable



Syntax of Try-with-resources

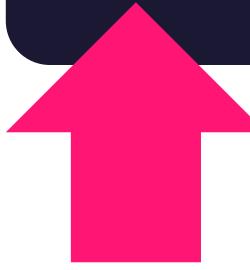
```
var in = new FileInputStream("example.png");
try (in) {
    // ...
}
```

You can use resources that have already been initialized
The resource variable must be effectively final



Syntax of Try-with-resources

```
var in = new FileInputStream("example.png");
try (in) {
    // ...
}
```



A catch- and/or finally-block is optional





Thanks for following this course



Course Summary

Records

Immutable data objects

Sealed classes and interfaces

Control class hierarchies

Pattern Matching

Matching and extracting
values

Advanced classes and interfaces

Nested and inner types

Generics

Generic and parameterized
types

Lambda expressions Method references

Annotations

Metadata

Optional

Safe alternative to null

Try-with-resources

Resources and exceptions

