

Monitor Class Solutions

Sophisticated Monitor Class

- Briefly describe the main differences between writing an application and writing code for a library
 - An application is written for end users
 - The code in an application is usually intended to solve a specific problem
 - A library is written for other developers
 - The code in a library is usually intended for use in a wide range of situations

Sophisticated Monitor Class

- Briefly describe how a monitor class could be implemented in a library
 - The monitor class would be generic (it can wrap an object of any type)
 - The monitor class would allow users to execute arbitrary transactions (a sequence of any operations that are desired)
 - This could be achieved by writing a member function that takes as argument some code which contains the sequence of operations
- Implement such a monitor class

Advantages of Sophisticated Monitor Class

- What are the advantages of this class?
 - It works with any type
 - It allows callers to perform transactions efficiently and safely
 - It gives callers complete freedom about how to set up transactions