

RAII: resource allocation is initialisation

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A first example

- Resource allocation and deallocation

```
int *p{new int{1}};  
...  
delete p;
```

- If an exception is throw during ..., memory leak!
- Is there a better way? Yes!

```
std::unique_ptr<int> p{new int{1}};
```

RAII: resource allocation is initialisation

- resource allocation: done in object initialisation (constructor)
- resource deallocation: done in object destruction (destructor)
- Advantage: we never need to write *delete p* again!