Scoped Locking

Scoped Locking is the RAII idiom applied to locking.

- Idea:
    - Tie the resource request and release to the life cycle of an object.
    - The life time of the object is limited.
    - The C++ runtime is responsible for calling the destructor of the object and thus releasing the resource.

- C++ implementations
    - `std::lock_guard` and `std::scoped_lock`
    - `std::unique_lock` and `std::shared_lock`

scopedLock.cpp