```
    1: /**
    2: *  Airport driver program
    3: */
    4:
    5: #include <iostream>
    6: #include <thread>
    7: #include <vector>
    8:
    9: #include "AirportServer.hpp"
   10: #include "AirportRunways.hpp"
   11: #include "Airplane.hpp"
   12:
   13: using namespace std;
   14:
   15:
   16: void run(Airplane* ap)
   17: {
   18:         ap->land();
   19:
   20: } // end run
   21:
   22:
   23: int main(void)
   24: {
   25:         AirportServer as;
   26:
   27:         vector<thread> apths; // Airplane threads
   28:
   29:                                                 // Create and launch the i
ndividual Airplane threads
   30:         for (int i = 1; i <= AirportRunways::NUM_AIRPLANES; i++)
   31:         {
   32:                 Airplane* ap = new Airplane(i, &as);
   33:
   34:                 apths.push_back(thread([] (Airplane* ap){
   35:                         ap->land();
   36:                 }, ap));
   37:         }
   38:
   39:         // Wait for all Airplane threads to terminate (shouldn't happen!)
   40:         for (auto& th : apths)
   41:         {
   42:                 th.join();
   43:         }
   44:
   45:         return 0;
   46:
   47: } // end main
```