```
sf::NonCopyable
# NonCopyable()
# ~NonCopyable()
NonCopyable()
operator=()
sf::priv::ThreadImpl
- m thread
- m_isActive
- m thread

    m threadId

+ ThreadImpl()
+ wait()
+ terminate()
+ ThreadImpl()
+ ~ThreadImpl()
+ wait()
+ terminate()
entryPoint()
entryPoint()
```