```
sf::NonCopyable
# NonCopyable()
# ~NonCopyable()
NonCopyable()
operator=()
    sf::Thread
 - m impl

    m entryPoint

  + Thread()
  + Thread()
  + Thread()
  + ~Thread()
  + launch()
  + wait()
  + terminate()
  + Thread()
  + Thread()
  + Thread()
  run()
```