#include <iostream>

#include <thread>

#include <mutex>

std::mutex mtx;

int counter = 0;

const int max\_count = 100;

void printChar(char ch, int threadNum) {

    for (int i = 0; i < max\_count; ++i) {

        counter++;

        std::lock\_guard<std::mutex> lock(mtx);

        if (counter % 3 == threadNum) {

            std::cout << ch << std::flush;

        }

    }

}

int main() {

    std::thread threadA(printChar, 'A', 0);

    std::thread threadB(printChar, 'B', 1);

    std::thread threadC(printChar, 'C', 2);

    threadA.join();

    threadB.join();

    threadC.join();

    std::cout <<"\n";

    return 0;

}