```
original::threadBase
 #
   is joinable
 + ~threadBase()
 + threadBase()
 + operator=()
 + threadBase()
+ operator=()
 + operator bool()
+ operator!()
+ joinable()
# valid()
#
   threadBase()
 original::pThread
```

+ pThread()+ pThread()+ pThread()+ operator=()

+ join() + detach()