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

+ operator=()

detach()

+ join()

+