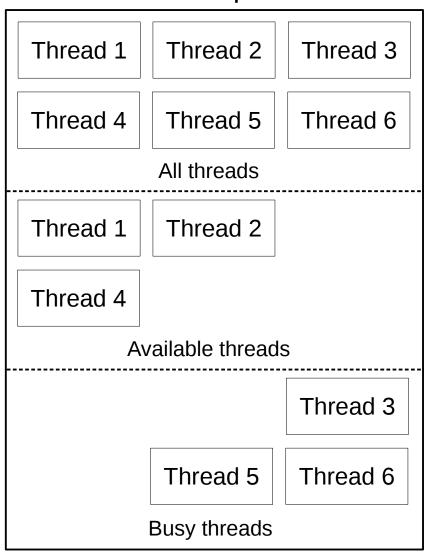
Thread pool



Thread pool

- + nAvailableThreads() : uint
- + nThreads(): uint
- + nBusyThreads() : uint
- + pushTask(Task &&, flag_t): void
- + init(): void
- + stop(flag_t)
- vector<thread> m allThreads
- vector<thread> m_busyThreads
- vector<thread> m_availableThreads
- deque<Task> m_taskQueue