

```
class my_class_t {
    /* ... */
};

void draw(const my_class_t&, ostream& out, size_t position)
{ out << string(position, ' ') << "my_class_t" << endl; }

int main()
{
    document_t document;

    document.emplace_back(my_class_t());
    document.emplace_back(string("Hello World!"));

    auto saving = async( [=]() {
        this_thread::sleep_for(chrono::seconds(3));
        cout << "-- save --" << endl;
        draw(document, cout, 0);
    });

    document.emplace_back(document);

    draw(document, cout, 0);
    saving.get();
}
```

client

library

```
class my_class_t {  
    /* ... */  
};  
  
void draw(const my_class_t&, ostream& out, size_t position)  
{ out << string(position, ' ') << "my_class_t" << endl; }  
  
int main()  
{  
    document_t document;
```

cout

```
    cout << my_class_t();  
    cout << string("Hello World!");
```

```
<document>  
  my_class_t  
  Hello World!  
</document>  
</document>  
-- save --  
<document>  
  my_class_t  
  Hello World!  
</document>
```