

main()

- `io_service.post(rendering);`
- `io_service.post(sfml_events);`
- `std::thread t1(&io_service::run, std::ref(io_service));`
- `std::thread t2(&io_service::run, std::ref(io_service));`
- `t1.join();`
- `t2.join();`

sfml_events	rendering		
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Concurrent task queue (size = 2)