```
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();
       Empty concurrent task queue
                                  rendering();
                                                       t1
```

sfml events()