**Multi-Thread Detach**

**Program:**

#include<iostream>

#include<thread>

using namespace std;

void myfunc()

{

cout<<"Are we here yet?"<<endl;

};

int main()

{

thread t1(myfunc); //t1 starts running

t1.detach(); // t1 will run freely

return 0;

}

**Multi-Thread join**

**Program:**

#include<iostream>

#include<thread>

using namespace std;

void myfunc()

{

cout<<"Are we here yet?"<<endl;

};

int main()

{

thread t1(myfunc); //t1 starts running

t1.join(); //main thread waits for t1 to finish

return 0;

}

**Multi-Thread joinable**

**Program:**

#include<iostream>

#include<thread>

using namespace std;

void myfunc()

{

cout<<"Are we here yet?"<<endl;

};

int main()

{

thread t1(myfunc); //t1 starts running

t1.join(); //main thread waits for t1 to finish

if (t1.joinable())

{

t1.join();

}

return 0;

}