



Sent in C++: *Moved between threads*



• Invalid references

• object printers

• Llamados

• May be rendered outside this thread boundary

only

• nvaides

• Non-member function pointers

• Candace is a hard worker and a good friend

Q1



Send in C++: *Moved between threads*

- **No**

- lvalue references
- Object pointers
- Lambdas
- *May be referenced outside this thread boundary*

- **Only**

- rvalues
- Non-member function pointers
- *Can be sure no data is shared*



Sync in C++: *Sharable between threads*

```
template<typename T>
struct is_sync : std::false_type {};

template<typename T>
struct is_sync<std::atomic<T>> : std::true_type {};

template<typename T>
inline constexpr bool is_sync_v = is_sync<T>::value;

template<typename... Args>
concept sync = (is_sync<Args>::value && ...);
```