Problems: Nested Pointers

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```
void entry_point (std::shared_ptr<synchronized_value<std::string>> sync_s, int tid)
{
    apply ([tid] (auto& s) {
        //...
        return s;
    },
    *sync_s);
}

int main()
{
        //...
        auto s = std::make_shared<synchronized_value<std::string>> ("Hello threads");
        //...
}
```

```
struct node
{
        node* next;
        node* prev;
};
```

Problems: Nested Pointers

Problems: `this` Pointers

```
*sync_s);
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return s;
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apply ([tid] (auto& s) {
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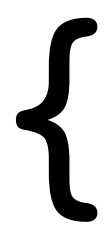

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```
int main()
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```
node* next;
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node* prev;
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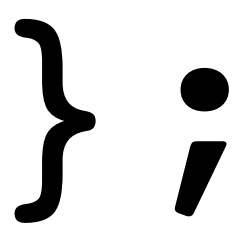
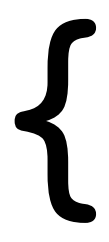
struct node





```
threads.push_back (safe_thread (entry_point, auto (s), auto (i)));
```

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