Problems: Leaked Pointers

```cpp
auto widget = std::make_unique<Widget> (args);
auto widget_ptr = widget.get();
threads.push_back (safe_thread (entry_point, std::move (widget)));

widget_ptr->do_stuff();
```

```cpp
void entry_point (std::shared_ptr<person> p, int tid)
{
    auto person_ptr = p.get();
}
```

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widget_ptr->do_stuff();
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```cpp
void entry_point (std::shared_ptr<person> p, int tid)
{
    auto person_ptr = p.get();
}
```

Wrapped `std::shared_ptr`

```cpp
class person(arc)
{
public:
    person() = default;

    std::string get_first_name() const
    {
        return first_name;
    }

    void set_first_name (std::string_view new_first)
    {
        first_name = new_first;
    }

    // Repeat for last_name

private:
    std::string first_name, last_name;
};
```