



Problems: Global Pointers

```
void set_global_string (std::string*);

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

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



Problems: Leaked Pointers

```
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();
```