



Actors

```
class person
{
public:
    std::string get_first_name() const
    {
        auto sender = stdexec::then (stdexec::schedule (get_scheduler()),
                                     [this] { return person.get_first_name(); });
        auto [ret] = stdexec::sync_wait (sender).value();
        return ret;
    }

    void set_first_name (std::string new_first)
    {
        auto sender = stdexec::then (stdexec::schedule (get_scheduler()),
                                     [this, =] { return person.set_first_name (new_first); });
        stdexec::sync_wait (sender);
    }

private:
    mutable person_internal person;
};
```







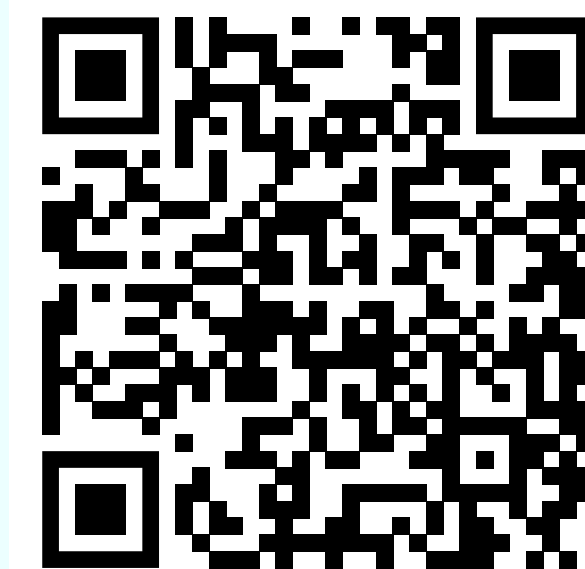






```
auto get_scheduler()  
{  
    static exec::static_thread_pool pool(1);  
    return pool.get_scheduler();  
}
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    }

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```
std::println ("\t\t\t\tmain tid: {}", std::this_thread::get_id());

person p;
std::println ("Name: {}", p.get_first_name());

std::thread t ([&]
{
    std::println ("\t\t\t\tthread tid: {}", std::this_thread::get_id());
    p.set_first_name ("Dave");
    std::println ("Name: {}", p.get_first_name());
})
t.join();
```

	main tid:	134711587358592
	get tid:	134711584224832
Name:	thread tid:	126536174790208
	set tid:	134711584224832
	get tid:	134711584224832
Name: Dave		