C++ Reflection to the Rescue?

- Recursive Sync/Send Type Trait Checking

- Check members of types are all sendable

- Check members of lambdas are all sendable

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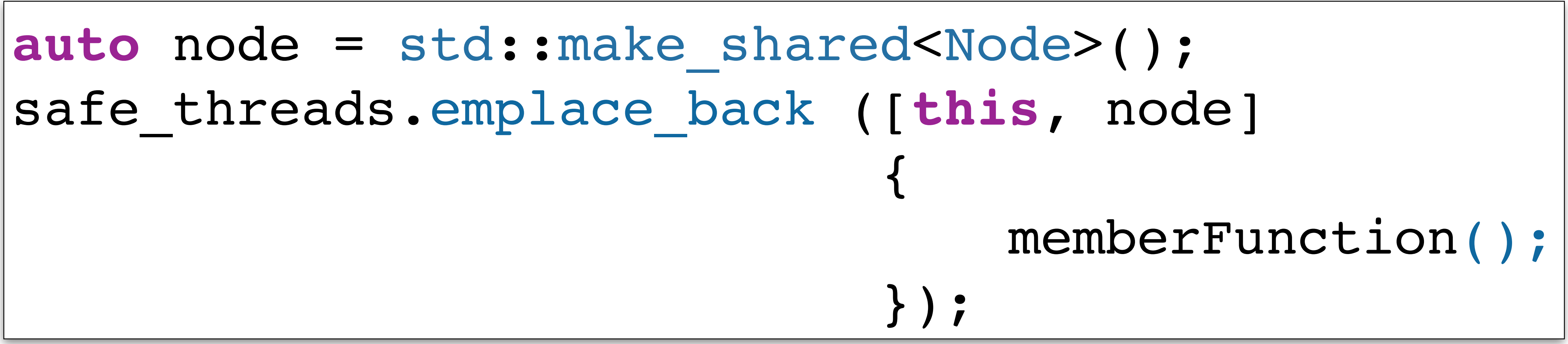
```
template<typename T>
struct Node
{
    Node* next;
    Node* prev;
};

std::shared_ptr<syncronized_value<Node>();
```



```
auto node = std::make_shared<Node>();
safe_threads.emplace_back ([this, node]
                           {
                               memberFunction();
                           });
```

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Wrapping with Reflection