```
var p = Person();

await p.set_first_name (new_first: "Dave")
print (await p.get_first_name())
```

```
struct(actor) person
{
    std::string get_first_name() const {
        return first_name;
    }

    void set_first_name (std::string n) {
        first_name = n;
    }

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

```
actor Person
{
    private var first_name: String = "";

    func set_first_name (n: String) {
        first_name = n;
    }

    func get_first_name() -> String {
        return first_name
    }
}
```

```
person p;

co_await p.set_first_name ("Dave");
std::print (co_await p.get_first_name());
```

```
actor Person
{
    private var first_name: String = "";

    func set_first_name (n: String) {
       first_name = n;
    }

    func get_first_name() -> String {
        return first_name
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```
person p;

co_await p.set_first_name ("Dave");
std::print (co_await p.get_first_name());
```

Actors: Problems

- Thread/Lifetime safety issues with function arguments