



```
void entry_point (std::shared_ptr<person> p, int tid)
{
    apply ([tid] (auto& s) {
        s.append ("🔥");
        std::println ("{} {}", s, tid);
        return s;
    },
    *sync_s);
}

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





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std::make_shared<T>

`(std::shared_ptr<person>`

main()





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std::println

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void



entry point



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p => set_first_name

`p->get_first_name();`







std::priority

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