```cpp
template<sync T>
struct is_send<std::shared_ptr<T>> : std::true_type
{};
```

```cpp
template <typename T>
struct is_send : std::bool_constant<
                        (! (std::is_lvalue_reference_v<T>
                            || std::is_pointer_v<std::remove_extent_t<T>>
                            || is_lambda_v<T>))
                        &&
                        (std::is_move_constructible_v<T>
                         || (is_function_pointer_v<std::decay_t<T>>
                            && ! std::is_member_function_pointer_v<T>)
                        || is_sync_v<T>)>
{};
```

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struct is_send : std::bool_constant<
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                          || std::is_pointer_v<std::remove_extent_t<T>>
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                       (std::is_move_constructible_v<T>
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{};


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