

# Problems: Summary





```
s.append ("...");
```

threads.push\_back (safe\_thread (entry\_point, auto (s), auto (i)));

```
apply ([tid] (auto& s) {
```

```
std::println ("{} {}", s, tid);
```

### return s;

```
for (int i : std::views::iota (0, num_threads))
```



### int main()

```
std::vector<safe thread> threads { };
```

void entry\_point (std::shared\_ptr<synchronized\_value<std::string>> sync\_s, int tid)

#### TIME \*

const int num threads = 15;

```
auto s = std::make_shared<synchronized_value<std::string>> ("Hello threads");
```

# 3ack t



Nested pointers

## Global pointers

Leaked pointers

## this pointers