

# Problems: Summary





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

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

### int main()

#### TIME \*

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

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

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

#### return s;



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

const int num threads = 15;

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

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

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Nested pointers

Global leaked pointers

### this pointers

Local leaked pointers