







# Problems: Leaked Pointers

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auto widget = std::make_unique<Widget> (args);  
auto widget_ptr = widget.get();  
threads.push_back (safe_thread (entry_point, std::move (widget)));  
  
widget_ptr->do_stuff();
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# Problems: Summary

- Nested pointers
- **this** pointers
- Global pointers
- Leaked pointers