



```
void entry point (std::shared ptr<synchronized value<std::string>> sync s, int tid)
    apply ([tid] (auto& s) {
       //...
        return s;
    *sync s);
int main()
        //...
        auto s = std::make shared<synchronized value<std::string>> ("Hello threads");
       //...
```

```
template<typename T>
struct Node
    Node* next;
    Node* prev;
```



hem







```
*svnc
```

int main()

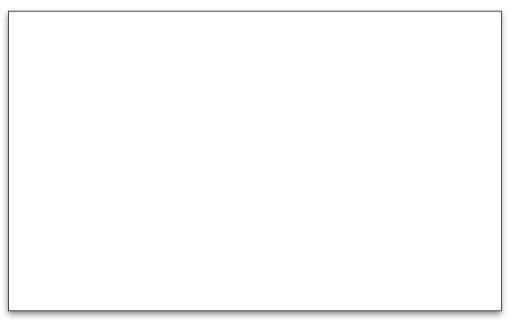
```
auto s = std::make_shared<synchronized_value<std::string>> ("Hello threads");
```



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

void entry point (std::shared ptr<synchronized value<std::string>> sync s, int tid)

return



Node struct

Node* prev;

template<typename T>

Node* next;





void setGlobalString (std::string*);

setGlobalString (&s);