```
var p = Person();

await p.set_first_name (new_first: "Dave")
print (await p.get_first_name())
```

```
struct person(actor)
{
    std::string get_first_name() const {
        return first_name;
    }

    void set_first_name (std::string_view n) {
        first_name = n;
    }

private:
    std::string first_name;
};
```

```
actor Person
{
    private var first_name: String = "";

    func set_first_name (n: String) {
        first_name = n;
    }

    func get_first_name() -> String {
        return first_name
    }
}
```

```
person p;

co_await p.set_first_name ("Dave");
std::print (co_await p.get_first_name());
```

```swift
actor Person
{
    private var first_name: String = "";

    func set_first_name (n: String) {
       first_name = n;
    }

    func get_first_name() -> String {
        return first_name
    }
}
```

```swift
var p = Person();

await p.set_first_name (new_first: "Dave")
print (await p.get_first_name())
```

```cpp
struct person(actor)
{
    std::string get_first_name() const {
        return first_name;
    }

    void set_first_name (std::string_view n) {
        first_name = n;
    }

private:
    std::string first_name;
};
```

```cpp
person p;

co_await p.set_first_name ("Dave");
std::print (co_await p.get_first_name());
```

	Cmajor/JS	Swift	C++23	Circle	cpp2	iso c++
Type	Static/dynamic type system	Static type system	Static type system reinterpret_cast	Static type system	Static type system	Profile: Type*
Bounds	Enforced/checked	Checked	Asan	Checked	Checked	Profile: Ranges, Algorithms & Pointers
Lifetime	Static/ ref-counted	Value semantics & Ref-counted	Partially enforced/ Asan	Enforced borrow checker	Partially enforced/ checked	Profile: RAII
Initialisation	Default initialised	Enforced	MSan/Asan	Enforced	Enforced	Profile: Initialisation
Arithmetic	ID/defined	Trap/explicit behaviour	UBsan	Checked/ defined	Checked	Profile: Arithmetic
Thread	Single* threaded	Enforced actors & sendable	Tsan	Enforced sync/send & BC	Tsan	Tsan