



```
void entry_point (std::shared_ptr<person> p, int tid)
{
    p->set_first_name ("🔥");
    std::println ("{} {}", p->get_first_name(), tid);
}

int main()
{
    auto p = std::make_shared<person> ("Hello threads");
    //...
}
```



# Problems: Leaked Pointers

```
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();
```