```cpp
#include <pthread.h>
using namespace std;
//! \structure  _previousSection
//! \brief   structure used to encapsulate a thread with information for it's reseting.
//!
//! Limitations:
//!

struct _previousSection {
            pthread_t _thread;
            pthread_mutex_t _mutex;

            bool _isExternal;

            _previousSection(){
                    _isExternal=true;
                    pthread_mutex_init (&_mutex, NULL);
            }
};
```