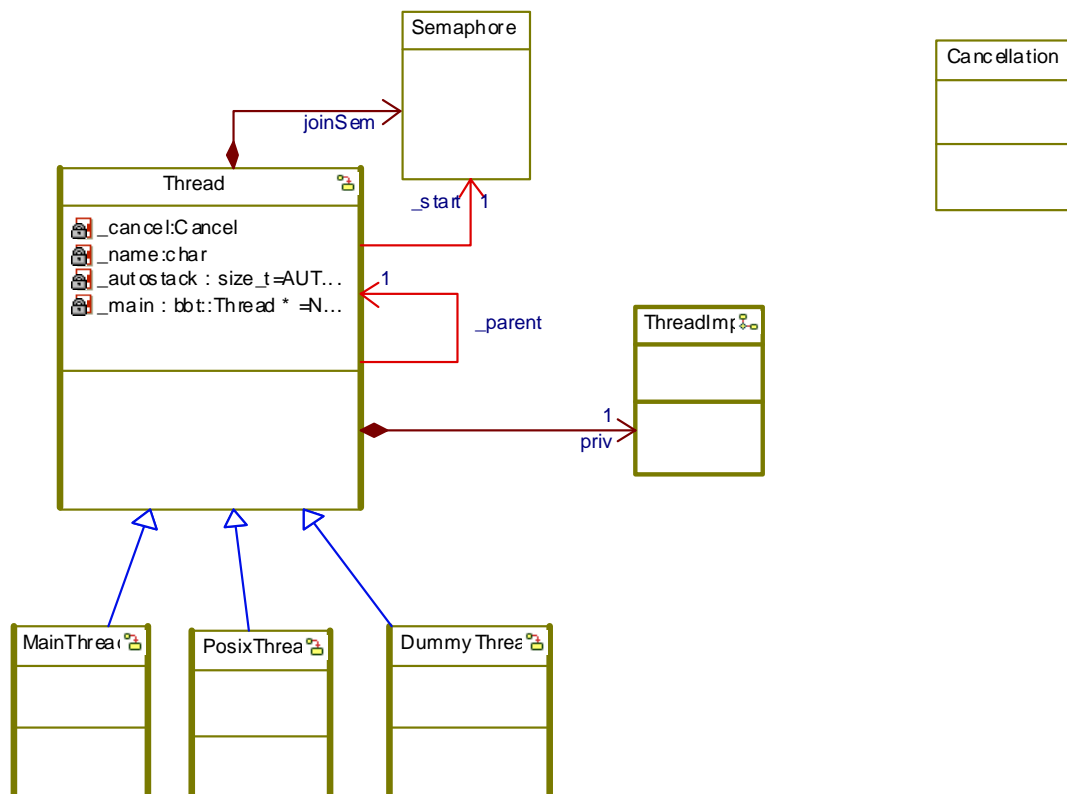


bbt

## OBJECT MODEL DIAGRAMS:

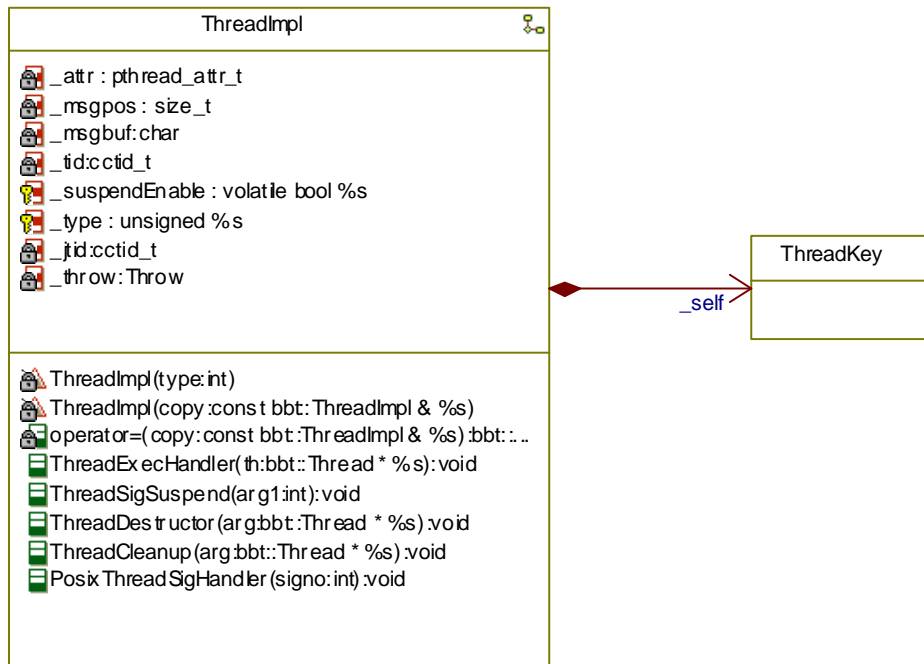
releation

thread\_obj



---

## ThreadImpl



---

## Thread

### detach

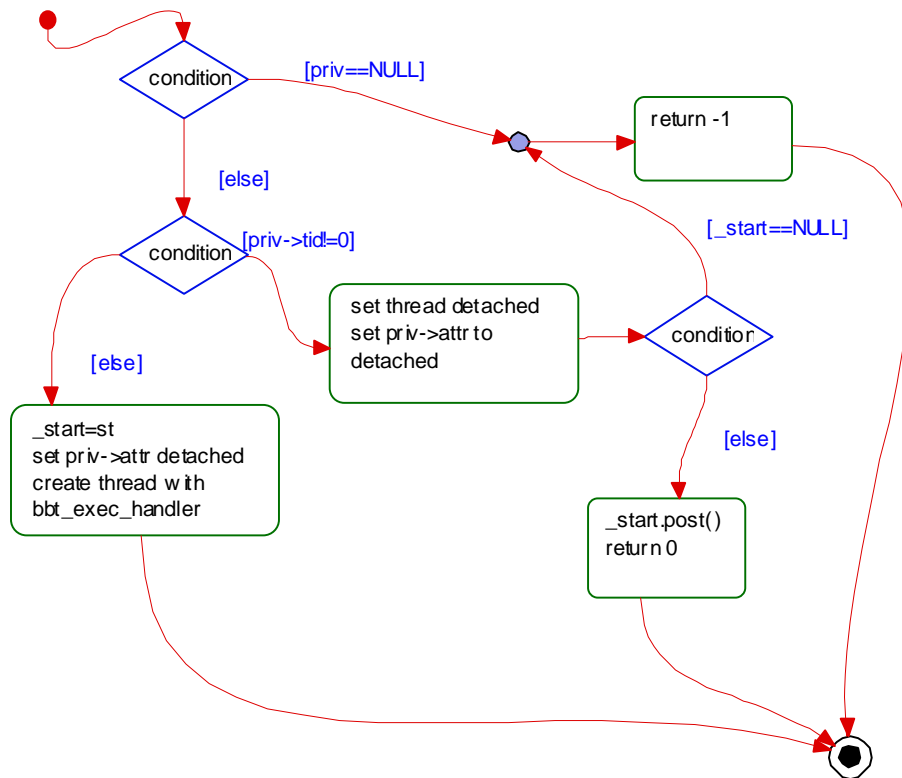
```
*
* Start a new thread as "detached". This is an alternative
* start() method that resolves some issues with later glibc
* implementations which incorrectly impliment self-detach.
*
* @return error code if execution fails.
* @param start optional starting semaphore to alternately use.
```

Primitive-operation , Public, Return type is int

Args:

'bbt::Semaphore \* st = 0

Activity Diagram



#### resume

\*  
\* Resumes execution of the selected thread.

Triggered-operation , Public, Return type is void

#### start

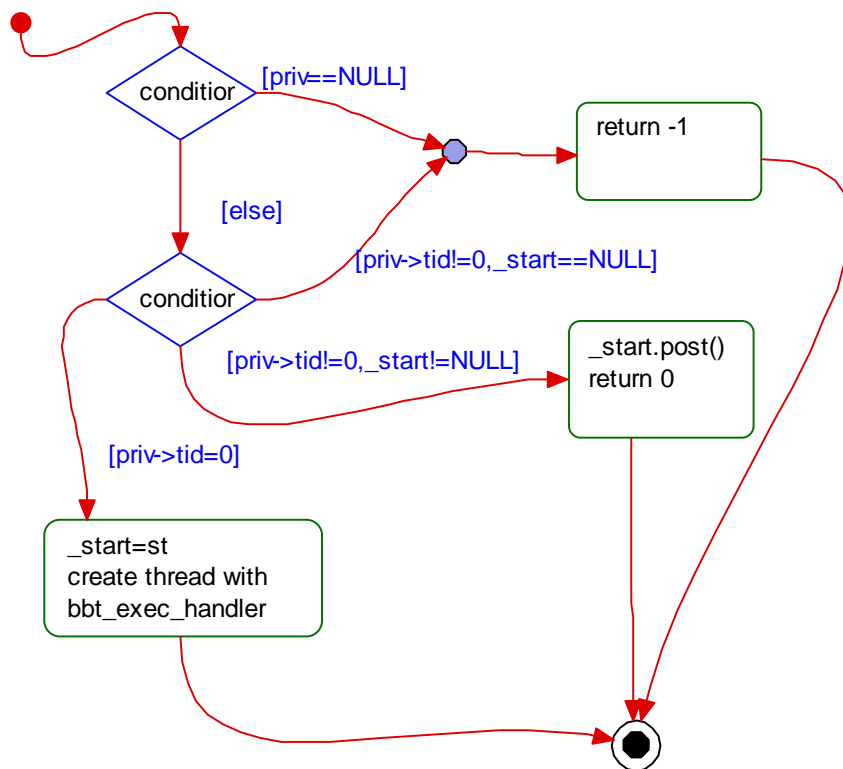
\*  
\* When a new thread is created, it does not begin immediate  
\* execution. This is because the derived class virtual tables  
\* are not properly loaded at the time the C++ object is created  
\* within the constructor itself, at least in some compiler/system  
\* combinations. The thread can either be told to wait for an  
\* external semaphore, or it can be started directly after the  
\* constructor completes by calling the start() method.  
\*  
\* @return error code if execution fails.  
\* @param start optional starting semaphore to alternately use.

Primitive-operation , Public, Return type is int

#### Args:

'bbt::Semaphore \* st = 0

Activity Diagram



#### suspend

\*  
 \* Suspend execution of the selected thread. Pthreads do not  
 \* normally support suspendable threads, so the behavior is  
 \* simulated with signals. On systems such as Linux that  
 \* define threads as processes, SIGSTOP and SIGCONT may be used.

Triggered-operation, Public, Return type is void

\* thread. The existing thread's properties (cancel mode, priority,  
 \* etc), are also duplicated.

\*

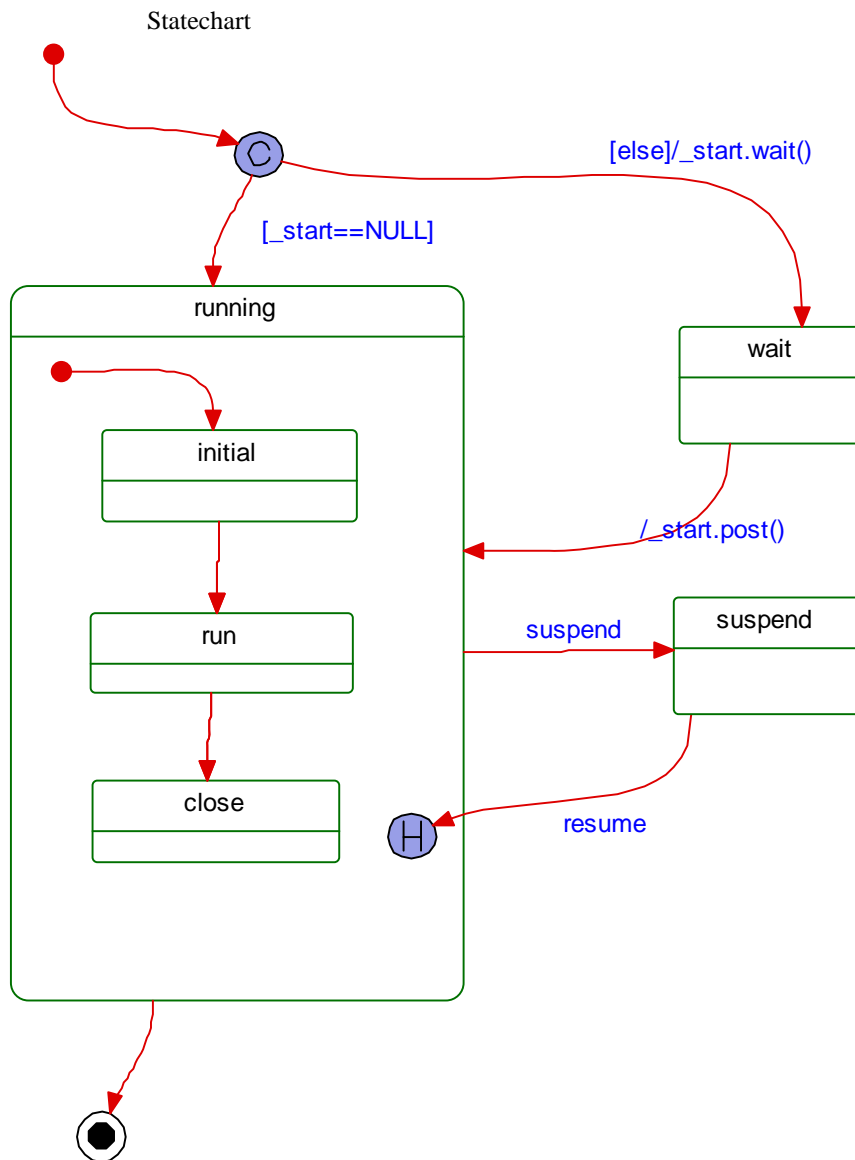
\* @param th currently executing thread object to clone.

\* @todo implement in win32

Constructor, Public

Args:

'const bbt::Thread & %s' th



## ThreadImpl

### ThreadExecHandler

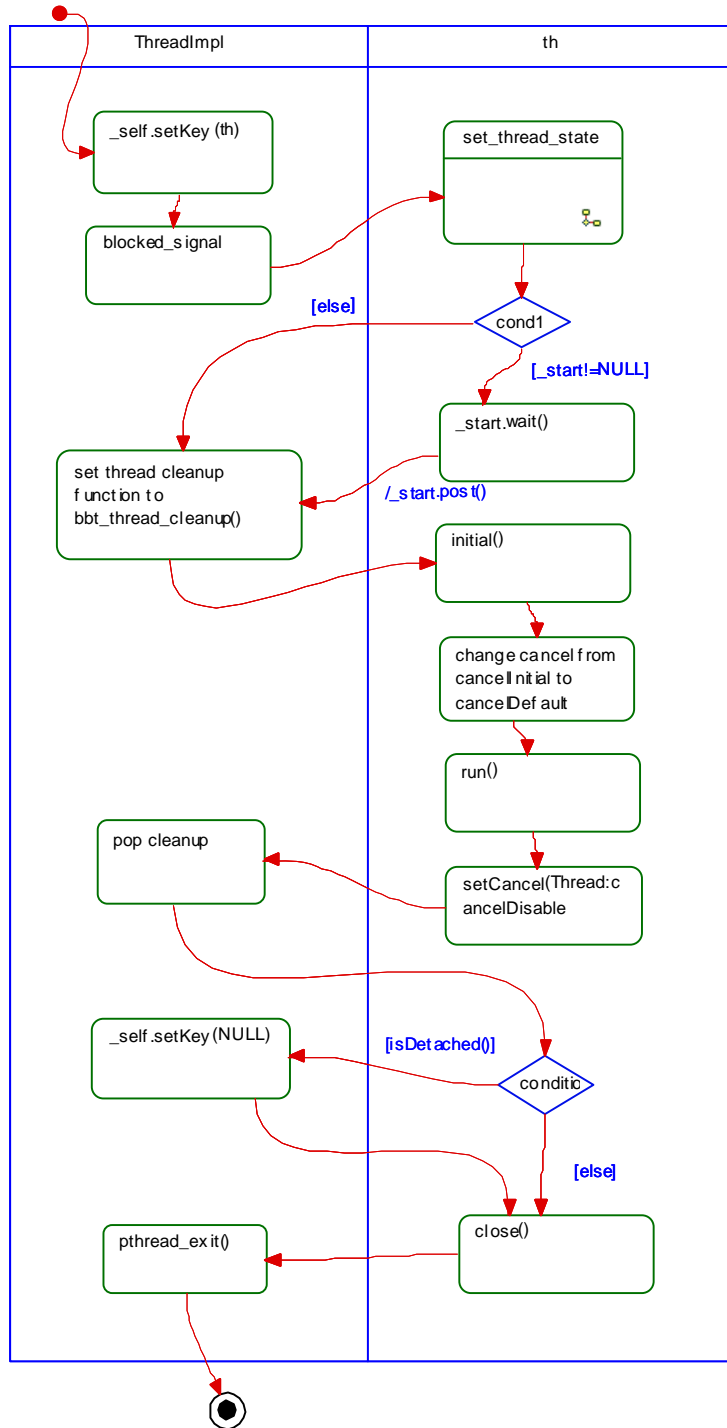
*C binding functions*

Primitive-operation , Public, Static, Return type is void

Args:

'bdt::Thread \* th

# Activity Diagram



Activity Diagram of set\_thread\_state

