

- 1) `@Approx<0.2> flout* x;`
- 2) `thread1.x = x;`
- 3) `x = thread1.function(200); // approximate function`
- 4) `Thread2.x = x;`
- 5) `Thread3.x = x;`
- 6) `Thread4.x = x;`
- 7) `x = thread2.function(250); // approximate function`