join vs detach

```
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$ ./a.out  2
-- Detach a complex task --
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$ ls
a.out*           async_check.cpp   fancy_object.h    scoped_thread.h  thread1.cpp
thread2.cpp      thread3.cpp       thread4.cpp
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$
```

join vs detach