

```
void hello()
  std::cout << "Hello World! thread id = " << std::this_thread::get_id() << std::endl;
int main(int argc, char** argv)
 std::thread t(hello);
 return 0;
```

```
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$
clang++ -std=c++14 thread1.cpp
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$
./a.out
Hello World! thread id = 0 \times 102909000
```

Fix

```
void hello()
{
   std::cout << "Hello World! thread id = " << std::this_thread::get_id() << std::endl;
}
int main(int argc, char** argv)
{
   std::thread t(hello);
   t.join();
   return 0;
}</pre>
```

```
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$
clang++ -std=c++14 thread1.cpp
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$
./a.out
Hello World! thread id = 0x102909000
```