```
void th_write(spinlock& spin, int& a )
   spinlock_guard lk{spin};
   a = 42;
void th_read(spinlock& spin, int& a)
   spinlock_guard lk{spin};
   std::cout << " value = " << a << "\n";
```

```
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$
clana++ -std=c++14 spinlock.cpp
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 42
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 42
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 0
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 0
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 42
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 42
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 42
```

```
{
                    spinlock_guard lk{spin};
                    a = 42;
               }
               void th_read(spinlock& spin, int& a)
               {
                    spinlock_quard lk{spin};
                    std::cout << " value = " << a << "\n";
               }
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$
clang++ -std=c++14 spinlock.cpp
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 42
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 42
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 0
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 0
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 42
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 42
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_sync$ ./a.out
value = 42
```

void th_write(spinlock& spin, int& a)

Point to...

GitHub where I put all the code (there is also stuff I haven't shown)

https://github.com/nicola-cab/cpp_sandbox/tree/master/multithreading

Resources used

- http://www.amazon.com/C-Concurrency-Action-Practical-Multithreading/dp/1933988770
- https://www.justsoftwaresolutions.co.uk/blog/
- http://herbsutter.com/category/effective-concurrency/