```cpp
class scoped_thread
{
    std::thread t_;
public:
    explicit scoped_thread(std::thread t ) : t_(std::move(t))
    {
        if(t_.joinable() == false )
            std::logic_error("This is not a thread!!");

    }
    ~scoped_thread()
    {
        if(t_.joinable())
            t_.join();
    }

    scoped_thread(scoped_thread&& x) : t_(std::move(x.t_))
    {}

    scoped_thread(scoped_thread&) = delete;
    scoped_thread& operator=(const scoped_thread&) = delete;
};
```

scoped thread

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