```
./a.out 2 5000
-- Detach a complex task --
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$ ls
a.out*            fancy_object.h   test.txt          thread2.cpp      thread4.cpp
async_check.cpp   scoped_thread.h  thread1.cpp       thread3.cpp
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$ cat test.txt
Hello world 0x10f069000
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$
```

join vs detach

```
./a.out 2 5000
-- Detach a complex task --
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$ ls
a.out*           fancy_object.h   test.txt         thread2.cpp      thread4.cpp
async_check.cpp  scoped_thread.h  thread1.cpp      thread3.cpp
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$ cat test.txt
Hello world 0x10f069000
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$
```

Be sure all resources that your detached thread uses are still alive even when your program terminates