

# std::thread

- We ran `~thread()`; when we exited from the scope of `main` and it destroyed the thread object.
- **If `*this` has an associated thread `std::terminate()` is called**
- We hold a thread as long as:  
`(joinable() == true)`
- We have to wait that the thread terminates its execution either calling `join` or `detach`

# 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);

    return 0;
}
```