std::mutex and std::lock_guard

```
std::mutex _m;

void fnt(int id, std::string s)
{
    std::lock_guard<std::mutex> lk{_m};

    std::cout << "id # = " << id
     << " - Functional object - I am a thread with ID = “
     << std::this_thread::get_id()
     << " custom msg = "<< s
     <<std::endl;
}
```

Output

```
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$ ./a.out  0
id # = 0 - Functional object - I am a thread with ID = 0x10051d000 custom msg = Hi
id # = 1 - Functional object - I am a thread with ID = 0x1005a0000 custom msg =
Salut
id # = 3 - Functional object - I am a thread with ID = 0x1006a6000 custom msg = Hola
id # = 2 - Functional object - I am a thread with ID = 0x100623000 custom msg = Ciao
```

for more details about mutexs
see: http://en.cppreference.com/w/cpp/thread