


```
void th_read_lock()
```

```
{  
    lock lk{m};
```

```
    std::cout << "x = " << x << std::endl;
```

```
    std::cout << "y = " << y << std::endl;
```

```
    std::cout << std::endl;
```

```
}
```

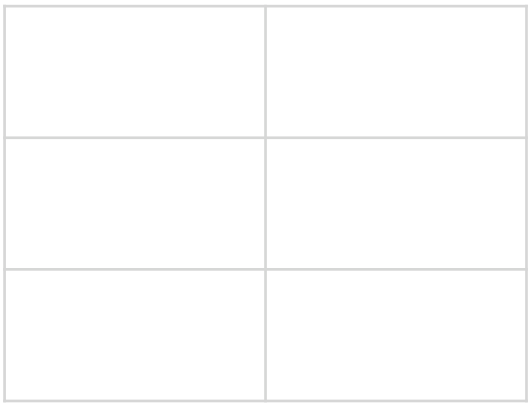
```
void th_write_lock()
```

```
{  
    lock lk{m};
```

```
    x = 42;
```

```
    y = 20;
```

```
}
```

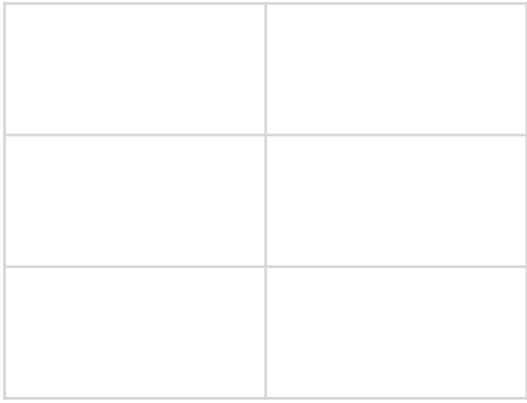


```
std::thread t2(th_read_lock);  
std::thread t1(th_write_lock);  
t1.join();  
t2.join();
```










```

void th_read_lock()
{
    lock lk{m};

    std::cout << "x = " << x << std::endl;
    std::cout << "y = " << y << std::endl;
    std::cout << std::endl;
}
void th_write_lock()
{
    lock lk{m};
    x = 42;
    y = 20;
}

```

```

std::thread t2(th_read_lock);
std::thread t1(th_write_lock);
t1.join();
t2.join();

```

x	y
0	0
42	20

Cool.. but can I craft
something useful with all
this stuff???