Output … ???

nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$
clang++ -std=c++11 thread4.cpp
nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$
./a.out 0

iiiidddd   ####   ====   0123   ----
FFFFuuuunnnnccccttttiiiioooonnnnaaaallll   oo00bbbbjjjjeeeeccccttttt   ----
IIII   aaaammmm   aaaa   ttttthhhhrrrreeeeaaaadddd   wwwwiiiittttthhhh
IIIIDDDD   ====   0000xxxx11110000077773440808147a000000000000
ccccuuuussssttttoooommmm   mmmmssssgggg   ====   HSCHiaio
laluoat

nik@Nicolas-MacBook-Air:~/GitHub/cpp_sandbox/multithreading/thread_spawn$

std::mutex and std::lock_guard

```cpp
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;
}
```